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# YOU AND WHAT ARMY?





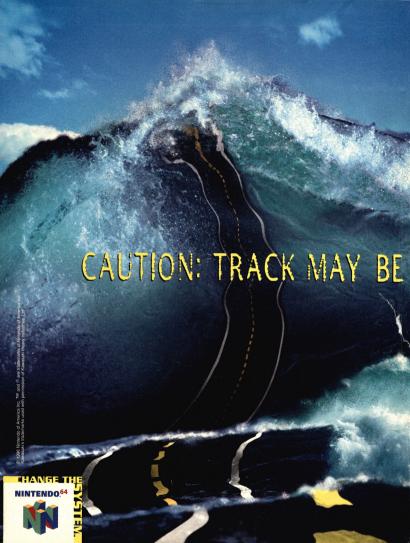


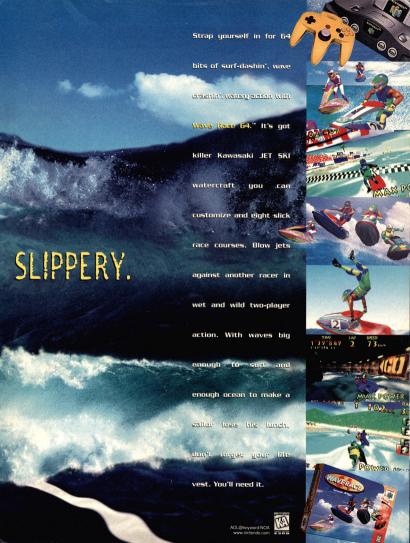


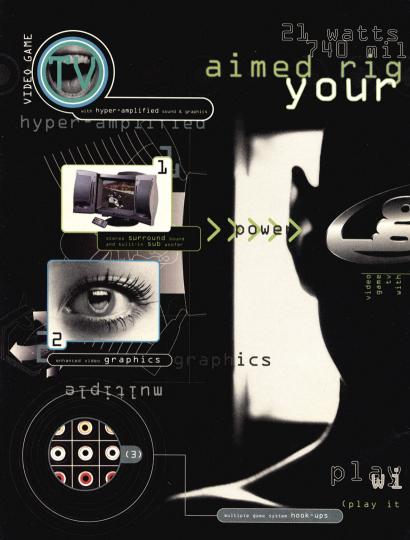


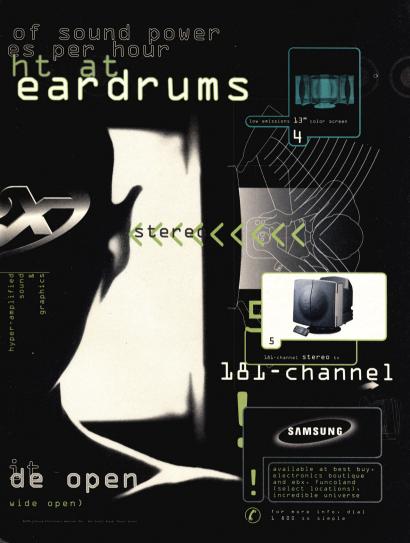
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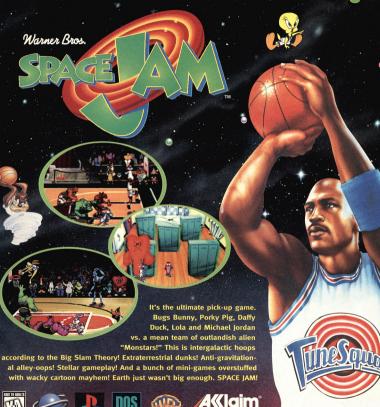
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# COVER FEATURE 106 Mortal Kombat Trilogy

Here are all the Mortal
Kombat games rolled into one!
Everything any MK lover could want—fighters, moves, Fatalities, and more.



#### Special Features



#### Hot Arcade Games for '97: The AMOA Show

Virtua Fighter 3, X-Men Vs. Street Fighter, Die Hard Arcade, and more from the Arcade and Music Operators Association Show in Dallas, Texas

#### Epic 1's Looking Large in '97

Here's an exclusive early look at Oddworld Inhabitants: Epic I Starring Abe, an inventive new action/adventure game that will rock your PlayStation next spring.



#### 210 SWATPro Strategy Section

#### **Final Doom**

#### PlayStation ProStrategy Guide

Here are the secrets to beating the hardest levels in the game, including the entire Plutonia Experiment story.

# The Fighter's Edge Street Fighter Alpha 2, Part 2 (PlayStation, Saturn)

Ten more Street Fighter Alpha 2 fighters reveal their special moves, killer combos, and championship tactics.

#### **SWATPro**

Secret codes and tips! Crash Bandicoot's super password, Ultimate Mortal Kombat 3's cheats menu,

Wipeout XL cheats, and more!







Cover: Courtesy of John Tobias and Ed Boon

IT THINKS.



# THEREFORE IT KILLS.



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Caline Findel (Reviews & Previews)

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Crusader: No Regret, The Neverhood, Magic: The Gathering, and more!



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OLD SOLDIERS NEVER DIE, THEY JUST TURN INTO BLOODTHIRST

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You blasted your way through an onslaught of undead marines and

hell-spawned hordes in Doom. Ultimate Doom and

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Seems flesh-eating mutants have the mortality rate

of a cockroach and are alive and kicking in Final Doom - the last of the MI legendary Doom products.

It's two new 32-level episodes complete with

new stories (Evilution & The Plutonia Experiment), new frighteningly realistic graphics and new pulse-

pounding music. It's time to finish what you started.

FINAL End of story

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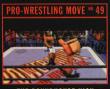
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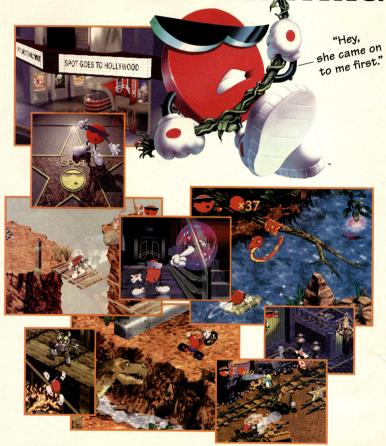
#### EVERYTHING ELSE TAKES A BACKSEAT.





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# HE'S FURTING



hidden sensor in the cartridge that actually checks for changes in the weather outside?

#### Rarry Kovalak Pittsburgh, PA

Captain Cameron replies: Hev. maybe you're right, because there was this boiling hot day and I left my SNFS running for about 18 hours while it was sitting in the sun and the SNES felt really hot! But seriously, folks...games can do amazina thinas, but predicting weather isn't one of

-Omplaint

them. If they could, you'd better hope vour game never crashes-who knows what kind of natural disaster would he lurking outside your housel

As shown in your July and August issues (see "Four From the Floor!", July, and "F3 Fxplodes!". August), the Electronic Entertainment Expo looked tremendous. Can the general public attend?

Steve Powell San Francisco, CA

The graphics and gameplay in Super Mario RPG are awesome, but I was disappointed in the difficulty level, I am an inexperienced RPG player, and even I beat SMRPG in only a few days. I would've thought they could've put a little more challenge into it. And when I did beat it, the ending was really terrible. I'm not the only one who thinks so:

I talked to a few people in the GamePro Online chat room (on America Online) who agreed that Nintendo could've spent more than 10 minutes working on that ending!

T.J. Ferraro, Westminster, CA

David Rivera, Winter Park, FL

#### **Doctor Devon replies:**

Unfortunately, no. F3, which is scheduled for next lune in Atlanta, is an industry-only event. Only people who work in the electronic entertainment industry (video- and PC-aame software and hardware companies, the media, and retailers) can ao. Tickets are not sold to the nublic

#### WE'RE NOT PERFEKT

Two lines of type were mistakenly dropped from "GamePro Labs" in our October issue You can find the ASCII Saturn Stick at local gamina stores. Likewise. you can find the Psychopad K.O. at aamina stores or by callina ACT Labs at 800/980-9997.

#### READER REPORT

The "Reader Report" in August asked you to identify some great movies that would make great games. When we tallied your nominees for new movie-based games, there was one overwhelming favorite: Independence Day, which is already coming (see "ProNews." October). Your other nominees:

Ace Ventura: When Nature Calls Big Trouble in Little China

**Broken Arrow** The Crow Days of Thunder

Eraser Escape from New York

Forrest Gump Hellraiser King Kong Reservoir Dogs The Rock

Rumble in the Bronx The Santa Clause Seven Species

Speed Striptease The Thing Transformers Tremors

Twister

#### Agt Attack Now My









LaRue James Binder Los Angeles, CA



Sky Sea Slowik, Lawndale, CA

#### Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

> **GamePro Magazine** Dear Editor P.O. Box 5828 San Mateo, CA 94402

We cannot publish all letters and e-mail messages, and we cannot send personal replies to your letters or e-mail.

E-mail us your comments through America Online or at this Internet address: comments.gamepro@iftw.com

## YERS BEW



#### By The Watch Dog

Ah, the Christmas holidays are nearly upon us. You know what that means: figgy pudding. They put that stuff in my dog dish every year, and I never know what it is. Maybe I should conduct a little DNA testing in the crime lab. But first, let me answer these consumer questions.

I bought NHL All-Star Hockey for the Saturn, On the back of the box is a claim about Practice Drills. but these aren't listed on the main menu. Is there a special way to get these, or is it just a mistake on the box?

**Bobby Abendschoen** Bloomfield, NI

A Sega spokesperson explains: Regrettably, Practice Drills are not in NHL All-Star Hockey, though they are indeed mentioned on the box. Practice Drills were originally



No foolin': No Practice Drills

planned for the game, but we took them out at the last minute. Unfortunately, the boxes for games are made before the final game is completed, and sometimes there will be a last-minute change in a game that contradicts something stated on the box. If you're extremely upset, you can try taking the game back to the store where you bought it, but we can't dictate any store's return policy. Sega itself doesn't have a return policy in place for this game.

I recently rented Braindead 13 for the PlayStation. and the game locked up as soon as I turned it on. Then I rented it from another store, and the same thing happened. What's wrong?

"RHCP123" Internet

The Watch Dog commiserates: Our copy of Braindead 13 also continued to lock up, so we asked ReadySoft for an explanation.



Braindead 13 goes braindead?

lune Brown from ReadySoft says: There was a problem with the first-run copies of Braindead 13 that kept it from working correctly on the PlayStation. We did a second run of that game to eliminate the problem, so you should be able to find good working copies. Here's our technical-support number if you have any other problems: 416/322-7350, extension 739.

Recently I beat Revenge of the Ninia for the Sega CD on the Hard setting. I took a picture of the diploma at the end, but I don't know where I'm supposed to send it. What's the address?

#### **Ionathan Hackett** Birmingham, MI

Dog says: Unfortunately. the street address is on Oblivion Road in the town of Nowhere, USA. Renovation was the Santa Clara, Californiabased company that made that Sega CD game, and back

The Watch



No more Renovation, so no more "Master of the Ninia Arts" degrees for Revenge of the Ninia.

in 1993 they did indeed confer a "Master of the Ninja Arts" degree on gamers who beat the game in the Hard mode. However, Renovation, which also made Road Avenger and Time Gal for the Sega CD, has since gone out of business, and the phone number and address given in the game manuals no longer work.

#### You Make the Call

Having problems with hardware or software from Nintendo, Sega, or Sony? Here are the customer-service numbers to call:

Nintendo: 800/255-3700 Sega: 800/733-7288 Sony: 800/345-7669

t GamePro, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

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-mail us your product complaints through America Online or at this Internet address: buyers\_beware.gamepro@iftw.com









The darkness of ancient Egypt and evil alien forces, possessing horrifying powers, have taken possession of the ancient city of Karnak. And these landlords are exacting extremely high rents. Like an arm and a leg...or worse.

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weapons like hand grenades, a flame thrower, an M60 machine gun and a magical cobra staff. Dynamic lighting allows for stunning visual effects. Cross bridges, crawl through tunnels and swim through underwater grottos. Your only salvation is the guiding Spirit of the Great Pharaoh Ramses. He's the only one in this godforsaken neighborhood who wants to help you get a forwarding address.

So welcome to the nightmare of Ramses' tomb. And enjoy your stay. It may last forever.







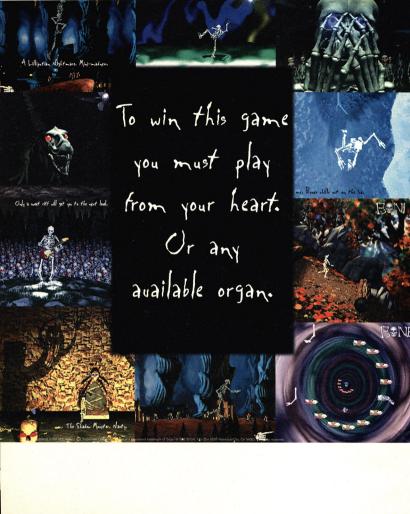


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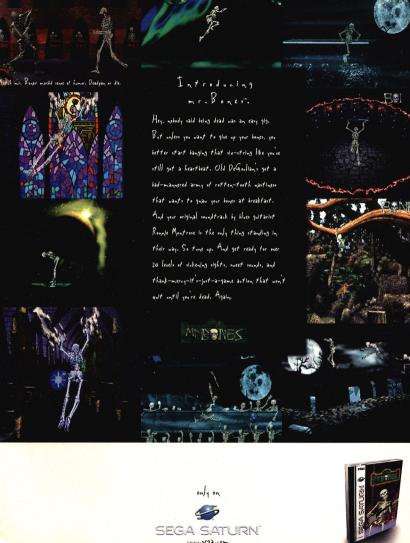




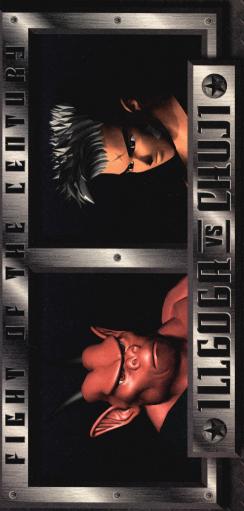












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December 1996

#### 3DO Company Restructures to Focus on Internet Games

The ambitious 3DO Company that brought out the 3DO Multiplayer in 1994 has dramatically morphed into a smaller company with a new focus. Having already quit making games for its beleaguered system over the summer (see "ProNews," July), the company has restructured so that it can turn its attention to making multiplayer games for the Internet. As part of the restructuring, 3DO intends to sell its hardware division, 3DO Sys-



In addition to being 3DO's CEO, Trip Hawkins takes on the new role of creative director.

tems, by year's end and reorganize its software division, Studio 3DO, into two separate units.

Just as changes at Sega and Sony in recent months resulted in a turnover of top executives (see "ProNews," October and November), 3DO's restructuring brings new job titles to those at the uppermost lev-



After the restructuring, 3D0 President Hugh Martin is now running the company.

els of management. Trip Hawkins, one of the most familiar names in the video game industry, stays on as chairman and chief executive officer, but he also becomes the company's creative director. 3DO President Hugh Martin takes over full operating control of the company. Software product development has been reorganized into five production units, and internal staff has been reassigned to new Internet projects. Eventually the Redwood City, California-based company will have about 300 employees, a figure that's down 150 from last year.

Martin is optimistic about the company's Internet prospects. "We're excited about these changes because we can focus on our strengths and growth opportunities," he said. "Moving forward, we feel our management is strong, our balance sheet is strong, and we have a solid core of Internet and game software talent and technology to build upon." Indeed, the day after the restructuring announcement, 3DO released its first 3D multiuser dimension game, Meridian 59, on the Inter net (see "GamePro Online" in this issue for a closer look at 3DO's first Internet effort)

Wall Street was not as optimistic as Martin about the news of 3DO's restructuring. A day after the story broke, 3DO stock fell almost \$2 to \$6.75. By comparison, in its heyday in late 1993, 3DO shares were priced at over \$48.

Though it's giving up on the 3DO system, the 3DO Company is not giving up on the M2. Earlier this year 3DO successfully licensed

its 64-bit M2 technology to Matsushita Electric Industrial Co., Ltd. fo \$100 million, 3DO says it is still committed to supporting Matsushita efforts to launch the new 64-bit system, a launch that probably won't happen until mid-1997 at the earliest.

#### Inside Scoop

· Back in the spring Acclaim looked like it had its house in order after announced ing it would no longer make cartridge games and was instead focusing on ne. gen games (see "ProNews," July and August). Unfortunately for about 70 Acclaim employees, a couple of months later the company suddenly announced huge layoffs. About 20 percent of the company's 320-plus employees were le go, bringing the number of workers in the Glen Cove, New York, headquarter down to about 250. Acclaim's president and chief operations officer was quie to point out that some 30 new Acclaim games, including Turok; Dinosaur Hunter for the N64, are still on track for release in the next few months.

. Wonder what soccer title is looming on the horizon for the company that

makes the legendary FIFA games? EA Sports announced it has acquired the rights to the 1998 World Cup, which should lead to new soccer video games in that year. Electronic Arts also announced an exclusive worldwide agreement with Blizzard Entertainment to develop, publish, and distribute Blizzard's best-selling Warcraft II and upcoming Diablo titles for unspecified next-generation consoles.



Diablo is a dark gothic fantas filled with catacombs, magic treasures, and swordplay.

BMG Interactive has inked a deal with Delphine Software International, the European development studio responsible for the recent Fade to Black PC game, to publish Delphine's Dragon Blade, an action/adventure game, and Enduro Rider, a 3D racing title. Both games will be released for the PlayStati

and the PC.

· GT Interactive has landed the exclusive global publishing rights to Epic MegaGames' Unreal. Unreal is a big 3D action game that's Internet-adaptable for multiplayer competition; it should make it to the PC by next summer. GT Interactive may also release Unreal for the PlayStation, Saturn, and Nintendo 64 systems next year.



Unreal is Epic MegaGames' nev first-person adventure set in a detailed world of castles and bizarre creatures.

#### Sony Celebrates the PlayStation's Anniversary



Start spreadin' the news: In midtown Manhattan. Crash takes a bite out of a "Late Show" T-shirt on the way to his own party.

Sony Computer Entertainment of America (SCEA) threw a giant press party in New York City in September to celebrate the first anniversary of the release of the PlayStation. The event was also a coming-out party for Crash Bandicoot, SCEA's new 32-bit action/adventure game. A tropically decorated midtown studio provided the setting, and the rock band Marry Me Jane provided the tunes.

SCEA was in a party mood because the company had plenty of good news to share. In just over a year the PlayStation has gone from having zero market share to being the numberone best-selling next-generation system in the world, with at least a two-to-one margin over its nearest competitor, the Saturn. These sales

numbers back up the claim: 2 million systems in the U.S., 7 million systems worldwide, and 9 million pieces of software. At a time when Nintendo is drawing a lot of attention with its new Nintendo 64 system. Sony wants to remind everyone who is number one, at least for now.

#### Sega Turns to Net Link and Digital Camera

So how is Sega trying to stem Sony's and Nintendo's building momentum? By turning to the Saturn Net Link and a new camera. Sega's longawaited Net Link is debuting in October to provide Internet access for anyone who owns a TV. The Net Link is a plug-in modern that connects phone lines with Saturns; it sells for \$199. The Saturn with a Net Link connector sells for about \$400. Sega is touting its new Web browser (created by PlanetWeb) and its exclusive interface (Net Link City, customized by Ark Interface) as being particularly user-friendly. (See "The Cutting Edge" in this issue for an in-depth look at the latest Saturn peripheral.)

Sega's other push is into the world of photography. The company is beginning to sell its new low-priced digital camera, the Digio, in Japan, where a million digital cameras have already been sold this year. Priced at about \$270, the Digio is at least \$100 less than the firstgeneration digital cameras made by Casio and Eastman Kodak.

Digital cameras provide "instant photography" by taking pictures that are stored digitally in the camera; images are immediately ready to

be downloaded onto a computer where they can be manipulated via Adobe Photoshop and other graphics programs. Sega is looking into setting up service areas in its video game centers where pictures can be downloaded and printed out, a strategy Sega hopes will lure more people into the company's burgeoning arcades.



The Digio. Sega's new digital camera

#### **Baseball Games Strike Out**

As the race for the 32-bit pennant heated up this fall, several baseball titles went down swinging when their publishers decided to delay their releases until the start of the '97 season, VR Baseball from VR Sports, MVP Baseball from Data East, Grand Slam from Virgin, and Aaron vs. Ruth from Mindscape will all now ship in March or April next year-right around Opening Day. All three publishers held



Mark "K" in the scorebook next to VR Baseball and MVP Baseball (pictured) as '96 releases.

back their games in order to ensure that the games were top quality and, more importantly, to time their releases with the start of a baseball season, rather than the finish

Fall '96 was a tough season for baseball fans. At press time, only Triple Play from EA and Big Hurt from Acclaim had made it to shelves on time. Sony was

still struggling to get MLB Pennant Race into stores by late September. and Crystal Dynamics promised 3D Baseball for Christmas.

#### News Bits

· Reports of the N64's demise in Japan were probably a little premature. Despite rumors that the system's overseas sales were disappointing (see "Pro-News." November). Nintendo announced that it took just under 10 weeks to sell 1 million N64s in Japan, and just over 10 weeks to sell 1 million copies of Super Mario 64. Countering negative rumors in America, Nintendo still maintains that it will have a dozen N64 games on shelves before the year is out.

· As a follow-up to a story in October's "ProNews," Sony announced that it will not introduce its new digital-video disc players (DVD) until spring 1997. Sony cited a lack of software as the main reason. DVDs are expected to one day replace CDs and videotape because of their huge storage capacity for digital information. Even though Sony is waiting, others aren't. Matsushita, Toshiba, and Hitachi Ltd. all should have their DVD players in stores before Christmas.

· Jupiter Communications, a research company that focuses on interactive technology, has published a report that predicts rapid growth for the online and Internet games markets. The report predicts a huge jump in the number of U.S. homes-up to 10 million-that will be playing online and Internet games by the turn of the century. The report also defines a few trends for the new gameplay: Consumers would much rather pay as they play (as they do in an arcade) than buy a game outright; and by the year 2000 there will be a much broader range of online and Internet gamers than there is now, when the market is still primarily comprised of young males. Visit Jupiter's Web site at http://www.jup.com for more info.

· Finally, as if to prove the Jupiter report right, GamePro Online continues to escalate on the World Wide Web. After

debuting in the spring with about 1 million hits per month (a "hit" is counted each time someone enters the site), GamePro Online is now chalking up about 3 million hits per month. Go to http://www.gamepro.com to see where all the action is.



AOL **Hot News from GamePro Online** 

America Online users can now get daily game news updates. Use the keyword GAMEPRO to access GamePro Online, then head straight to the Hot News section to get the latest video game news. You can also read daily updates of news in the GamePro Online Web site at http://www.gamepro.com



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NOTHING LIKE A ITTLE SWIM BEFORE ENDING OFF A PACK



# KILLER BODY JUST ISN'T ENOUGH.

NOT EVERYONE SEES
A BRIGHT LIGHT
JUST BEFORE DYING.
(LUCKY STIFFS.)

Lara has her sights on a few ancient artifacts, and she's not going to let anything or anybody get in her way.

Alligators. Wolves. Thugs. They're all tempting fate once in Lara's path. But hey, what's a little temptation?

Especially when everything looks this good. In the game, we mean. Check out Tomb Raider at www.tombraider.com.











#### Are you smart enough to pass the Tecmo's Deception Examination?

You have been wrongly convicted of murdering your father and are about to be burned at the stake. By the power of darkness you have been delivered from your death. How far are you willing to go to save you life?

3 20 0 Spike 10 10 52 100

#### 1. Who are you going to trap and kill?

- a) All of the intruders.
- b) Some of the intruders.
- c) Just the intruders you don't like.
- d) Just the intruders who piss you off (like Yurias).
- e) Most of the above.

#### 2. How are you going to trap and kill the intruders?

- a) Spike them from the wall.
- b) Crush them with the Stomp.
- c) Zap them with the Volt Cage.
- d) Use Mind Kill.
- e) Most of the above.

#### 3. What are you seeking?

- a) Revenge.
- b) Vengeance.c) Redemption.
- d) Acquittal.
- d) Acquitt
- e) All of the above.

#### 3. Are you really...

- a) A good guy.
  - b) A bad guy.
  - c) A victim of circumstance.
  - d) A wimp.
  - e) All of the above.

For the answers see the Temco Super Bowl ad in this same magazine.



f you haven't played Tecmo's Deception, you haven't DIED yet

D Tecmo, U.S. 1996 TEGMO: Is a registered trademark of Tecmo, Inc. Licensed by Sony Computer Entertainment America for use with the Physication games consolo. Play Station and the Physication logos are trademarks of Bony Computer Entertainment in. The sittings close is a registered residentar of the Interactive Digital Software Association. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U.C DEGISIANTON. USE CONSOLES WITH THE NTSC U.





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# FAMERO UNLINE WER

GamePro magazine races along on America Onlin (keyword: gamepro) and the World Wide Web (http://www.gamepro.com) every minute of every day. Here's a sample of what's up in our cyberworl

# New on the World Wide Web



## Noob speaks at Ed Boon's new home page.

nyone who's paid attention to video games in the last few vears needs no introduction to Ed Boon. As the lead programmer for all the Mortal Kombat games, Boon is generally credited with elevating fighting games to a whole new plane. Now the man who brought the world Fatalities has started his own site on the World Wide Web. (http://www.mcs.com~edboon)

Want to know when the next MK game is being released? Think you have a new character idea for MK4? Want to meet the MK design team? The Mortal Master answers questions.

discusses his games, and even lets you read some of his incoming mail. For Mortal maniacs, it's heaven.





E-mail us your comments through America Online or at this Internet address: comments.gamepro@iftw.com

# **Cool Sites**

· If you like sci-fi heroes and comics, you might like The 6, The Suit, and They Call Me. The Skul, three virtual publications on view at the Virtual Comics Web site (http:// www.virtualcomics.com). This site also has a chat room called Club Heromaker



Virtual Comics is worth a loo especially the cool Skul com

· Just in time for the new season, the NFL has redesigned its



Web site (http://www.nfl.com). Gridiron fans will find up-to-the-minute news, expanded game-day coverage, chat sessions with players, areas for each team, a catalog of NFL merchandise, and a Play Football area with inter-

# **Online Game of the Month** Jurassic Park—The Ride **Online Adventure**

http://www.jurassic.unicity.com

It's been a hit in theatres and at Universal Studios, so why shouldn't Jurassic Park be a hit on the Web, too? That's why Universal Studios launched Jurassic Park—The Ride Online Adventure late in the summer.

The Web site makes you the ride's Director of Operations. with access to the inner work-ings of InGen, the fictional genet-



ONLINE ADVENTURE

Visit this Jurassic Park site for a new game that's got a lotta bite to it.

dinosaurs. You get an employee manual, receive internal company memos, read lab reports, and oh yes, deal with an escaped velociraptor. To find the deadly dino, you have to search through three levels of the InGen complex—at night. Secret tunnels and



elevators and multiple endings make this a replayable adwant to learn about dinosaurs, there's a ton of info here too.





# BLOW UP COWS, EAT GOLDFISH, THEN GO TO HELL.

This is the bizarre world of Baldies. A world that you build and where lunacy reigns. The idea? Destroy the nasty little hairy guys before they destroy you—the Baldies. 15 devilishly clever weapons, 100 intense levels, hidden and bonus rounds, hot action graphics in five weird worlds (hell-included). And it's the only multi-player, extended-play game with a chrome dome crew. Warning: May cause permanent hair loss.



TOTALLY DEMENTED ACTION FOR PEOPLE WHO THINK.



ONLA http://www.langames.com Both DOS and

Panasonic\*

http://www.panasonic.com/cool/



# The Gamer's Guide to the World Wide Web

Gamers can have a field day on the Web if they know where to look. Here are some hot game-related sites.

# **Get Engaged!**

By Christmas anybody with a PC and Windows 95 will be able to get Engaged. Engage Games Online is the name of a new online service that provides exclusive multiplayer games and entertainment. Created by Interplay (the longtime software company that made ClayFighters and Blackthorne), Engage offers some of Interplay's own titles (such as Descent and Castles II) as well as games from other companies like Maxis (SimCity 2000). Gremlin Interactive (Slipstream 5000), and Philips Media (Fighter Duel II and Total Control Football). Chat rooms, bulletin boards, tournaments, and merchandise round out Engage's features.

Late in the summer Engage started up on America Online. AOL subscribers can access the first Engage games on AOL's Games Channel (keyword: Games). In the fall Prodigy got Engaged, and by Christmas everyone on the Web should be able to access the new Engage Web site (http://www.gamesonline.com). One nice feature about the games on is their cost: Whether you play on AOL, Prodigy, or the Web, the rate is about the same as every other game's hourly cost.

Here's a look at the first four Engage games:

# Castles II (Siege & Conquest)

Company: Interplay Genre: Medieval strategy Number of players: 4 Gameplay features: Castles, diplomatic alliances, and sabotage



### **Descent Online**

Company: Interplay Genre: Shooter Number of players: 8 Gameplay features: Arenas and Mega Missiles



### RoleMaster: Magestorm

Company: Interworld Productions Genre: Fantasy strategy Number of players: 20 Gameplay features: Walking dead, fireballs, and spells

### Splatterball

Company: Interworld Productions Genre: Shooter Number of players: 15 Gameplay features: Think "paintball"





Splatterball

# **3D0's New Online Game**

# Meridian 59

http://www.3do.com/meridian/

The 3DO Company you've known has just undergone some dramatic changes to become a company that makes online and Internet games (see "ProNews," this issue). Meridian 59 is the company's first such product.

Meridian 59 is a PC game that can be played by thousands of gamers simultaneously over the Internet. The game puts players in a complex medieval world filled with adventure, exploration, and social interaction. Players can team up, slay one another, battle dozens of bizarre creatures, master over 50 magic spells, or simply chat with other gamers about their experiences. The early word has been positive: Prior to the game's release, 3DO generated over 25,000 player accounts with a free trial late in the summer.

As an ongoing, ever-changing game, Meridian 59 has some unusual economic features. In addition to meeting the system requirements (see sidebar), you must pay a monthly \$9.95 subscription fee for unlimited hours of gameplay. This is after spending \$39.95 on the game, which comes bundled with Netscape Navigator 2.0 Personal Edition client software (you also get 30 days of free game time and a special-edition map of the Meridian world). Check out 3DO's Meridian 59 Web site for more about this game.







# **System Requirements** for Meridian 59

- 486/66 MHz or higher processor
- . 8 MB RAM
- 35 MB available hard-disk space
- 2X CD-ROM drive
- SVGA monitor
- 14.4 Kbps modem SLIP/PPP Internet connection
- Microsoft Windows 95/Windows NT







# The Gamer's Guide to the World Wide Web

# **Game System Manufacturers**

Looking for the latest hardware news? Check out these sites for game systems, living and dead.

# **Atari**

http://www.atari.com



### Nintendo of America http://www.nintendo.com

# **Philips**

http://spider.media.philips.com

### Sega of America

http://www.segaoa.com

### Sonv

http://www.sonv.com





# Selected Online Games

If you aren't into fast-paced, high-pressure multiplayer games, check out the more traditional fare at the sites below.

# Battleship

http://manor.york.ac.uk/cgi-bin/start bships.sh

### Blackiack

http://www.ua.com/blackjack/bj.html

### Cyber Warrior

http://www.cyberwar.com/



### Roshambot

http://chappie.stanford.edu/cgi-bin/roshambot

### Tic Tac Toe

http://www.bu.edu/Games/tictactoe

### WinFive

http://cad.bu.edu/winfive/



Magic: The Gathering) http://www.ten.net

### Xquest

http://www.ch.cam.ac.uk/MMRG/xquest.html

XBand (dozens of 16-bit and PC games)

Total Entertainment Network (Confirmed Kill and

# **Online Gaming Sites**

The era of multiplayer online games has arrived. Dive right in to the sites below to begin exploring the world of online gaming.





DWANGO (Big Red Racing and the Doom games) http://www.dwango.com/

Engage Games Online (Descent Online and Splatterball)

http://www.gamesonline.com

MPlayer (MechWarrior 2 and Terminal Velocity) http://www.mplayer.com







GIME IS NO.

GAME SM RECYCLERS

FOF IN - TRADE

TURN OLD GAMES INTO NEW AT:



SEE PARTICIPATING STORES FOR DETAILS 1996° MOVIES & GAMES 4 SALE L.P.

# THE CUTTING EDGE



# By The Whizz

ideo gamers ready to explore cyberspace and the Internet now have a launching pad close to home...the Sega Saturn! The new Sega Net Link turns the Saturn into your basic Net machine.

The \$199 Net Link package includes a Saturn-compatible 28.8-baud modern and a browser-software CD. The modern's just slightly smaller than a compact-dise jewel box. Slide it into the Saturn's top-mounted cartridge slot, connect standard telephone lines in and out, drop in the browser CD, and you're ready to surf the Net.

# **Browser Basics**

The browser's the key to the Satum's online aspirations. It's the first creation of a company called PlanetWeb, which designed the browser to support any Internet device including network computers, Internet TVs, and digital video disc players. The browser's a small application program (less than 500 kilobytes of code), and it requires less than two megabytes of memory, so it shoehoms well into the Saturn's random-access memory.

The basic interface is an onscreen keyboard with menu bars. It's designed for either the Saturn controller or the

mouse, so you just point and click on individual characters. Input is slow but functional. Sega, however, sells a Saturn





The PlanetWeb browser features include e-mail, bookmarks, and an address book built around a virtual keyboard.



Net Link City provides a guided tour of the Internet, courtesy of Planet Oasis.

keyboard with special Net Link quick keys, or you can purchase a nifty adapter for PC keyboards.

Made for Television
The beauty of the Net Link, of
course, is that you can surf the
Net with a TV. However, since
Internet content is designed to
be viewed on a high-resolution
computer monitor, the Net Link
browser pulls some strings to

produce images on the lowerres television screen.

Just as game software does with graphic images, the browser uses anti-aliasing to smooth the jagged edges in its visuals—in this case, the onscreen text characters. The browser also tunes colors for TVs and lays out the pages so that they fit within the confines of a TV, roughly 60 characters across a screen. You can also zoom in on specific areas with three levels of maonification.

# Where To Go When You're Wired

Sega's not going to leave you stranded once you connect to the Net. When you launch the browser you can connect to Net Link City, which appears as an actual city with buildings, streets, and even waterways. This unique 3D interface contains 20 neighborhoods that access 225 specific Internet sites. Net Link City is a part of Planet Oasis, an existing internet search site created by Ark Interface.

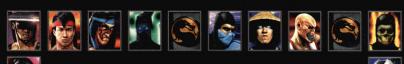
Additionally, Sega has Net Link-compatible games and an online games site in the works. They may debut in 1997.

# **Net Results**

Internet connectivity is the current high-tech focal point, and once again Sega's first on the scene. The Net Link may represent the next step for video game systems.

# For More Information

Sega of America: 1-800-200-6445; http://www.sega.com PlanetWeb: 408/982-4688; http://www.planetweb.com Ark Interface: 206/654-4180, http://www.arkspace.com Planet Oasis: http://www.planetoasis.com



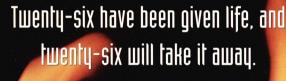


























26 characters, 29 play levels. Playable bosses from the past.



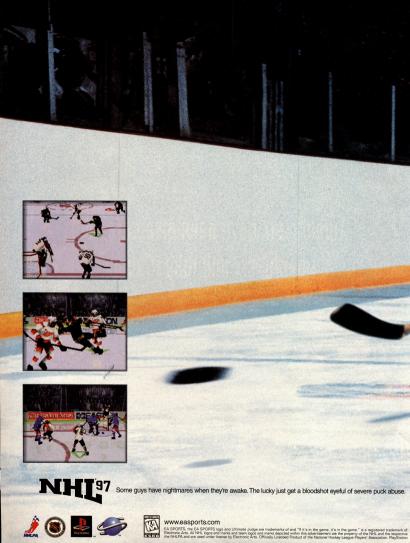












Why goalies suffer from insomnia.

It's the fiercest blade-to-ice contact ever hammered into 3 periods. This is the Ultimate Judge." Carve your name in the cup.





# SL SPORT









HIGHER RESOLUTION GRAPHICS DIFFERENT DUNK SHOTS

NTUITIVE CROWD REACTIONS ALL 29 NBA TEAMS

> FULL SEASON AND PLAYOFF MODES STAMINA FACTOR

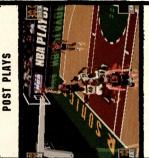
348 NBA PLAYERS SUBSTITUTIONS

PUMP FAKES

FOULS

CREATE YOUR OWN PLAYER

FULL 12-MAN ROSTERS NO TRADING LIMITS















# Hot Arcade Games For 1997: The AMOA Show

Pro hits the trail to Dallas in search of new arcade games t the Arcade and Music Operators Association Show.

By Bruised Lee

# Virtua Fighter 3



PROTIP: Don't be intimidated by motion-blur moves, Block or counterattack them the same way you would standard attacks.



PROTIP: Akira's Dashing Elbow (an old VF2 tactic) is still a great way to take an enemy by surprise.



PROTIP: Tap the punch button repeatedly to make Taka charge his opponent with rapid luggle punches.



pressing the escape button enables your fighter to dodge and counterattack many incoming moves.

irtua Fighter 3 looks brand new, but the fighting's familiar...a little too familiar. VF3's graphics showcase an awesome level of visual realism never before seen in any game, but too many recycled Virtua Fighter 2 features keep VF3 from being a true masterpiece.

Two new fighters, Aio and Taka, join the original VF2 combatants to make the VF3 lineup an even dozen. The new fighters are a nice addition, but the original cast only gains a few new moves, so they play virtually the same as in VF2.

A few new strategic elements freshen up the action. New arenas have uneven surfaces like stairs and sand dunes, which enable you or your opponent to fight from high or low ground. This means you have to relearn where your moves may hit. Also, a new "escape" button enables you to dodge incoming attacks or quickly move away from "ring out" victories. These features work well, but they don't add enough pizzazz to the old gamenlay.

Most of Sega's efforts went into the look of VF3 and not toward more in-depth gameplay. Naturally, fans of the Virtua Fighter series will enjoy VF3, but they won't find much that is new. This game is virtually the same.

PROTIP: Use Lau's juggle move to launch

opponents into the air and score several

# Graphics Perfect texture blend-

5.0 ing makes each fighter lifelike, without a rough edge to be seen. Breathtaking backgrounds show off amazing shading and lighting effects almost better than real life does.



# While the fighting smacks and the music serve

PROTIP: To take full

advantage of Aio's

speed, play her as aggressively as possible.

VF3 well, they simply take a back seat to the overwhelming eyecandy graphics.

Moves and combos are still easy to pull off. but when you're close to an opponent the controls seem sluggish, especially when you try to iump away.

Control

# Fun Factor

With only two new characters and a limited number of new moves and combos among the ten returnees. the excitement doesn't last long.

# DIE HARD Arcade



SEGA

Die Hard Arcade is a two-player action game where you muscle your way through the floors of a captured L.A. office tower. You'll fight and shoot against some of the toughest bad guys ever assembled in one building. Each

floor is packed with rooms and corridors overrun by unique villains who challenge you at every turn. You can even pick up weapons that assure you some villains will die easily.











Sega Touring Car Championship takes you on a full-speed journey around three gorgeous tracks with beautifully rendered backgrounds. With four cars to choose from, you can view your driving from three perspectives for a fullthrottle racing feel



# Sega Touring CAR CHAMPIONSHIP

# WaveRunner





Jump aboard Sega's motion-based jet ski simulator for the ultimate aquatic racel WaveRunner boasts astounding 3D graphics that swamp you with some of the best motion simulation ever. The game also features a three-axis system that enables you to feel every turn of the ocean speedway. The cabinet is an actual Yamaha WaveRunner jet ski that moves up. down, left, and riow, left, and riows moves up. down, left, and riow, left, and riows who who will be a support to the proper support to the proper support to the proper support to proper support to proper support to proper support proper prope



SEGA





# CRUIS'N WORLD

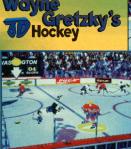


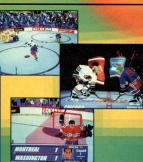
Another Cruise is about to begin. In Cruish World players can motor through any of 12 countries (ranked by difficulty), or they can drive the entire world via 14 tracks. The graphics are much sharper and the frame rate is faster than in Cruish USA, so you



experience a very smooth ride. Cruis'n World offers a selection of 12 customizable cars. Gameplay features include the ability to make cars pull wheelies, jumps, and flips, and you can even discover shortcuts.

Wayne Gretzky's 3D Hockey is a four-player three-on-three game featuring amazing three-dimensional graphics with multiple camera angles, All 26 NHL teams are in the game. You can pass, shoot, check, trip, and even start fights. For determined players, 3D Hockey offers two levels of Cup play, against a total of 59 opponents.











Race up, down, and all around the world-famous streets of San Francisco with your choice of eight high-powered cars. Each vehicle offers a different level of realism, like outrageous jumps and crashes. A multitude of shortcuts are scattered throughout the courses. This ride is sure to give you a real rush.







San Francisco **R u s h** 

# HIN





BATTLE PINBALL



THINK YOU'RE TOO COOL FOR THE POWER RANGERS? WELL, POWER RANGERS ZED FULL TILT BATTLE PINBALL IS GONNA TURN YOUR HEAD AROUND! WHEN YOU GET A LOAD OF THE 5 EYE-POPPING 3D MODELED PLAYFIELDS, AMESOME SGI RENDERED CINEMAS AND TEXTURE MAPPED GRAPHICS, YOU WON'T BE ABLE TO KEEP YOUR HANDS OFF THE PLIPPERS. THROW IN SOME SMOKIN' SOUND EFFECTS AND ARCADE-LIKE PLAYABILITY, AND YOU'VE GOT A GAME THAT TAKES COOL TO A WHOLE NEW LEVEL--FULL TILT BATTLE PINBALL!







**VISIT THE BANDAI WEBSITE AT** http://www.bandai.com



# X-Men Vs. Street Fighter

This is the fight you've been waiting for! The best Street Fighters take on the strongest X-Men. Choose a two-man (or two-mutant) team for a one-round fight to the death. At any point during the match you can switch characters to give your partner a chance to replenish energy. The graphics are up to Capcom's usual high standards: tons of animation and superb character detail





# CAPCOM

# Samurai Shodown 4

Amakusa's back, and world domination is his goal. Samurai Shodown 4 musters 17 characters to present the biggest lineup in the series. The graphics are a step up as the fighters are larger and look better than ever. Shodown 4 looks like a serious showdown with new moves, new combos, and the ability to attack your opponent after a knockdown hit.







# Aoua Jet

Agua let is sure to make a big splash. Powered by Namco's Super System 22 arcade computer. Aqua let has unique air spin control that offers amazing simulation as you skim across the water in two beautifully texture-mapped courses. As in real jet skiing, players can drift turn and even submerge their craft after taking powerful jumps.

# Winding Heat

Jump into the driver's seat and peel out for tire-burning racing action. Winding Heat has three courses and fourteen cars to choose from. Up to four players can link up for competitive racing. Other options include forcedfeedback steering, standard tranmissions, and multiple views.



# Beat the Champ



Beat the Champ features five sports (baseball, football, basketball, golf, and bowling), nine events, and two degrees of difficulty. Gameplay controls use dual trackballs and split-screen action for head-to-head competition.

# **Wave Shark**

Yet another jet ski game. Wave Shark offers three courses and three levels of difficulty. Wave Shark's graphics are a wash against some of its competitors. but four game units can be linked for intense tournament play.





namco



ATTENTION: THIS IS AN OFFICIAL STATEMENT

FROM YOUR NINTENDO, 64 RENTAL

**HEADQUARTERS:** 

# BELL RICKING

REPORT TO HEADQUARTERS IMMEDIATELY

AND RENT THE COMPLETE SYSTEM

AND A GAME FOR THREE EVENINGS

FOR JUST \$16.99 WITH DEPOSIT.

THAT IS ALL.



# Epic 1's Looking arge in 9

Straight from the offices of the developer, GamePro brings you an exclusive early look at Epic 1, an inventive new action/adventure game that'll rock your PlayStation next spring.

# By Air Hendrix

estled in the coastal hills of San Luis Obispo, California, a young game-development company is quietly putting the finishing touches on a game that will take the PlayStation by storm when it's released next year. A fusion of Hollywood and video game talent, the company—Oddworld Inhabitants—isn't chasing the fool's-gold dream of interactive-movie games like Supreme Warrior, Instead, it's taking a fresh approach that meshes evocative storytelling, vivid graphics, and groundbreaking gameplay.

The game? Oddworld Inhabitants: Epic I Starring Abe (formerly titled Soul Storm; see "E3 Explodes," August), a side-view platform action/adventure game that, at first glance. distantly resembles a Blackthorne-style game. But what takes Epic I to the next level is its multilayered gameplay. Succeeding requires you to learn how the enemies behave. devise a smart way to evade them, then have the twitch skills to pull it off. And Oddworld is doing a fine job of making that process a fun, captivating adventure.

# The Plot Thickens

Epic Lopens as its main character. Abe-a slave laborer in a meatprocessing facility-learns that his kind is next in line to be ground up into the latest tasty treat. Naturally, it's time to split. As he's dashing out the door, a near-death experience summons a shaman, who charges him with saving his race from the butcher block. To accomplish this, he must explore the ruins of his people's ancient civilization in order to acquire the powers he needs to defeat his foes.



Abe devises a way to trap one of the native creatures, an Elum, for use as a mount.





Developed by Oddworld Inhabitants Published by GT Interactive Available Second Quarter '97

Another Slig bites the dust....



With the gorgeous red hues of the desert level behind him, Abe uses this pulley system to descend to another level.

An intriguing hook, but unlike most action/adventure titles. Epic's plot is an integral part of the game. not just the cut scenes. Oddworld president Lorne Lanning, explains: "Rather than devoting all these 32-bit capabilities to moving something in 3D, we wanted to make something that would provide the action of a console game and the conceptual story value of a PC game. Playing Epic I will feel a lot more like what you expect from seeing a good film in the theater.

That's a tall order. But with the help of some landmark features, even this early version is well on its way to creating what Lanning calls a "StoryDwelling experience."

# Game Speak

Oddworld's first challenge was to breathe life into Abe. "We wanted to make characters that were less a piece of artwork that was moving around, and more a living life form," Lanning said,

One of the results is Game Speak, which enables the player to use the controller to create dynamic conversations between Abe and other characters-not just RPG-like



The armed guard (known as a "Slig") in the upper right is actually Abe. On a previous screen, Abe took possession of his body so he could sneak up on the other Sligs and take them out.





Excerpts from one of the first cinematics in the game, these images show Abe being captured and dragged in to face the boss of Rupture Farms, where he learns he's about to become lunchmeat.

balloons of text, but actually talking out loud. The controller's loaded with a preset vocabulary of 16 words and noises, and your choice of words alters the outcome of each scenario. In rescuing

one of your fellow sausagesto-be, for example, you have to chat them up and convince them to follow you. Many of the obstacles in the game also revolve around Abe's ability to learn and repeat sentences and songs. Such audio interaction imbues Abe with a charming personality, which keeps you involved and interested in the game and its story.

# Story Dwelling

But that's only one step in the process of creating a living. breathing game, And, while perfecting your jumping and fighting skills is a crucial part of Fpic I's action, the gameplay's not all about being Rambo, "Sometimes you're very aggressive, other times you're very evasive. We want to keep people entertained not only with twitch mechanics that are important to the gameplayer, but also by delivering payoffs in entertainment value." Lanning said.

To meet that goal, Oddworld is steering well clear of using arbitrary puzzles with brain-stumping solutions. Instead, the gameplay revolves around learning the behavior of other characters so you can weasel your way past them. Some enemies sense only motion, so if you sneak between dark spots when they're facing the other way, you can glide right by them. Others are tempted by certain foods. or are so angered by certain actions that you can get them to chase you, then lead them into a booby trap.







These images show scenes from the forest and desert levels that Abe will face in the first half of the game. Notice how each setting has elements in the foreground and background that Abe can interact with.

Even better, Abe can "possess" other creatures, which basically means he becomes them. So if you're facing a pack of guards, you can possess one and fill the others full of holes before they know what's up.

Unique, engaging details like these reel you into the characters and the plot of the story, while still delivering fun, challenging gaming action. That's where Epic I stands out from the crowd

# Storm Front

Impressive graphics finish off the package. Spectacular prerendered backgrounds drip with colors and detail, creating gorgeous allen landscapes. Abe and the other characters move with an uncanny, lifelike fluidity that draws you in as topnotch animation should.

In the end, what's remarkable about Epic I isn't just the cool graphics or inventive gameplay, it's how the game manages to enmesh the player in an engaging character and a fantastical story. Just as awesome flicks don't hit the theaters every week, Epic I could be an experience that's rare in gaming... One that's worth getting stoked for come spring.

# --- Character Sketches-

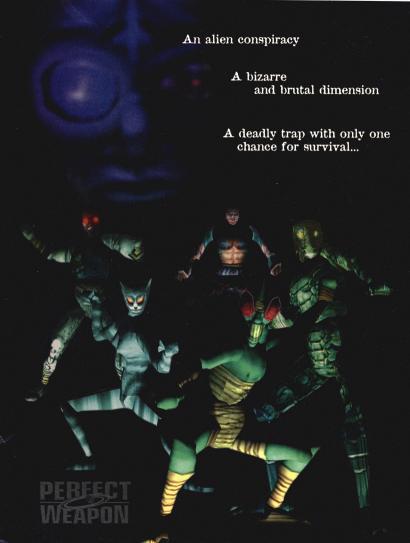








These drawings depict the early stages of the design of Abe's character and his main enemies, the Sligs





# PERFECT WEAPON

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- "I have reviewed over 1,000 games and have never seen anything like Perfect Weapon." Lawrence Neves, Senior Editor Game Pro
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    Next Generation

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# OVERSEAS PROSPE

An International View on Video Games

Namco's popular Ridge Racer series prepares to take another lap with Rage Racer, and the Nintendo 64 lineup gets a helicopter combat sim and a racing game.

wara, Naoki Shino, and Major Mike













ublishing new Ridge Racer titles for the Play-Station appears to be an annual event for Namco. Rage Racer, the third in the series after Ridge Racer (released in '94) and Ridge Racer Revolution (released in '95), moves the competition to what appears to be a European setting rather than the West Coast atmosphere of the two previous Ridge games.

A most welcome addition to the outstanding racing series is the Grand Prix mode. where you compete in five classes, each consisting of

three or four courses. Your earnings from these races can be used to upgrade and finetune your vehicle so you can take on the top racers.

Rage soups up the racing action with slick graphic enhancements, including onscreen gauges with an oversized tachometer. The driver's viewpoint has been lowered. making the scenery appear to whiz by even faster than in the earlier Ridge games. Also for the first time in the series. Namco has added cool computer-generated clips at the beginning and end of the

game and between stages.

Rage Racer will also up the challenge to your driving skills. Namco's designers have created tougher courses with scattered hills and tight corners that force you to shift gears frequently to crank up a steep hill or to decelerate quickly before taking a sharp curve. Another cool technique is aerodynamic slipstreaming-pulling into the slipstream of the vehicle in front of you to cut down on drag.

This Racer's an automatic for Ridge vets-gentlemen. get ready to Rage.





Rage Racer (PlayStation)

Developed by Namco Published by Namco of Japan Racing 2 players **Available December** 

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# Coming soon...Role Player's Realm.

A service of GamePro Media Group in San Maten CA

# Wild Choppers



trap yourself into an attack chopper for nine harrowing missions in full 64-bit glory. In Wild Choppers your mission is to rain destruction down on heavily armed and entrenched terrorists. You can pilot eight choppers—each with different performance specs and ordnance. Facing you is a high-

tech guerrilla army armed to the hilt with tanks and

There are three stages, each with three missions that run the gamut from destroying radar installations to rescuing civilian hostages. Each mission has a time limit, not to mention ammo and fuel limitations. The Al controlling enemy units enables them to patrol independently, so no two missions will ever be absolutely identical.

The gameplay viewpoints change on the fly, even tracking your missiles in flight. You can also summon a news service helicopter that will record your mission for playback.

Let's hope this awesome-looking game flies to the States

Wild Choppers (Nintendo 64)

Developed by Seta Published by Seta of Japan **Flight simulator** 

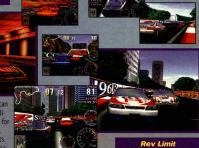
64 megs 1 player Available Fall '96

# **Rev Limit**

eta is striving for new levels of realism in developing Rev Limit for the Nintendo 64. Reportedly, this 3D racer will simulate physical factors such as the grip of the tires on the road surface and the strain of gravitational forces on the cars. Crunching fenders with an opponent will not only affect your performance, it will affect his, too! Racers will also need to take into account fuel consumption, tire wear during long races, and engine stress due to high engine temperature.

There are three play modes: Sprint Race, Endurance, and Drag Race. But there's more to this game than driving. You can play as the racing team manager and instruct the drivers and the pit crew. Cars can be tuned to suit racing conditions, with choices available for engines, transmission, tires, and other major components.

Rev Limit will use the analog joystick, so it remains to be seen how that will affect gameplay. However, this game is an early candidate for the pole position among N64 racing games.



(Nintendo 64) Developed by Seta

Published by Seta of Japan Racing 64 meas

1 player

Available First Quarter '97







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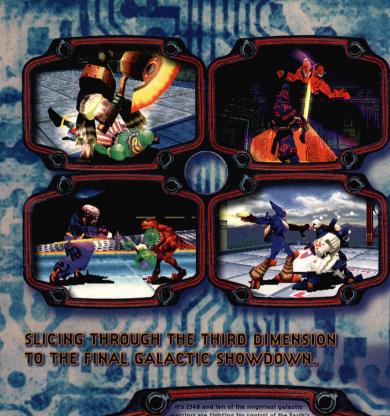










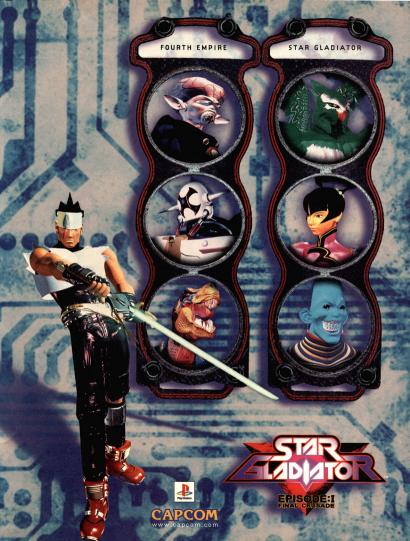


warriors are fighting for control of the Earth's

fate. Using Plasma power—energy drawn from the user's ow mental strength-the good, the bad, and the freaking ugly are each packing hundreds of weapon attacks, countless combos, and the ultimate battle barrage, Plasma Finals. Pick from any of the 4 different game modes of this hyper-realistic 3D fighter and you'll discover the level of precise control only CAPCOM can deliver. All against intense backgrounds like Neo Tokyo, Federation

> Spaceport, and Planet Zeta; the perfect arenas to master the fine art of mercy killing.



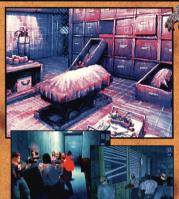




**Resident Evil 2** 

By Scary Larry

# **Graphics Take Two**



The game that made the PlayStation such a viable game machine last year is back with another zombie-butt-kicking action-fest. Resident Evil 2 is still in its early stages, but these early pics already have us drooling for more!



**Developed** and published by Capcom **Available Second Quarter '97** 20% COMPLETE

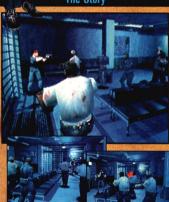








The Story



This time, the backdrop isn't limited to just a haunted mansion. Two months after the first RE ends, the whole freakin' town is infected by a strange skin disease that turns citizens into zombies. Bummer.

# The Heroes

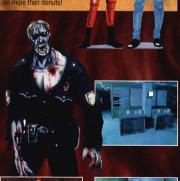


You play as either a rookie cop, Leon Kennedy, trying to get past fellow officers who are now zombies, or a college student, Elza Walker, who escapes the haunted town of Raccoon City and seeks refuge at the police station. Unfortunately, most of the cops want to munch on more than donuts!

Sneak Previews



# **Stay Tuned**









Get ready to rock with more firepower, more body snackin', and a ton more gore than before. This is definitely going to be a Scary Larry kind of game!



# Codename: Tenka

**By Scary Larry** 











Another Doom clone? Yep, but this one kicks butt! Codename: Tenka is a stylish, rendered Doom alternative with more firepower than a Marine, and the attitude to match!

The controls give you the ability to reach many areas. For instance, you can crouch and crawl into sewers and floor grates, or you can jump up and enter air ventilation shafts. Along the way you have to fulfill certain objectives, like triggering doors, blowing up machinery. and committing other acts of general vandalism.

# The Top Tenka List







# **Tons of Guns**





This early version showcases very clean graphics which are fascinating and disturbing at the same time. Human heads with spider legs (reminiscent of John Carpenter's movie The Thing) and stubby demons are horrific-and they react to gunshots! In a nice touch, if you shoot off their legs, they walk in circles.



Tenka also has an impressive array of weaponry. You have an arsenal bigger than the Montana Freemen's, with everything from bomb-blasting mortar guns to crackling lasers. You also have a cool laser sight on your weapon, which makes tracking enemies in dark rooms much easier. Tenka's impressive-looking enemies. stunning arsenal, and moody environments make this one Doomer to keep an eye out for.







Developed and published by Psygnosis Available February '97

**70% COMPLETE** 

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Twisted Metal 2 is almost here, and it has the same rollicking, rockand-roll-over, car-destroying mayhem as before. Now you can bang fenders around the world, like in Holland's "Field of Screams"!

# **Graphics**



Some pixelization occurs, and some of the polygons, especially in the buildings, look sloppily put together. However, the specialweapon discharges, combat vehicles, and various stages look excellent. In the two-player modes, the horizontal split-screen is preferable to the vertical because it gives a wider field of view.



**Developed by SingleTrac Published by Sony Available December** 

**60% COMPLETE** 

# **Gameplay & Fun Factor**



The one-player, every-vehicle-foritself mode is extremely challenging. The two-player mode is equally exciting as you square off against a foe across giant stages. There are also plenty of hidden areas and weapons you can acquire that add to the fun.

Twisted Metal 2 has all the makings of a hit-intense gameplay, colorful explosions, and plenty of cars to choose from This looks like one tour around the world worth taking.



# Control



The vehicles have different attributes, and some control better than others. Acceleration and braking, however, are easily controlled with either the control pad or the buttons.



























For Sony Playstation

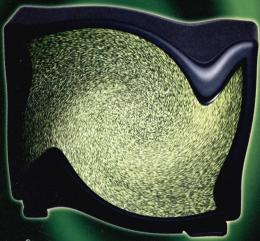


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By Johnny Ballgame



Destruction Derby 2 combines adrenaline-filled racing with unbelievable crashes, carnage, and chaos. It out-destroys, out-explodes, and simply outdoes its predecessor on every level. Are you ready to be the Derby champ, or will you merely be roadkill?





The graphics are a huge improvement over those in the original DD. The behind-the-wheel and overhead views put you closer to the action than last year's game. Wrecked autos catch on fire, and smoke swirls when their radiators blow. Some of the background skies and

terrains are eerie, rais-



# **Features**



You can go for ultimate destruction on seven tracks of Wreck'n Racing or race a more civilized (but still violent) tour on the stock-car circuit. The Destruction Derby puts 20 cars in one of four bowls for a war of automobile attrition, where the last car still running wins.



eveloped by Reflections Published by Psygnosis Available November 90% COMPLETE

# **Gameplay & Fun Factor**



New to this year's tracks are jumps, where you can flip 360 degrees and still land on your tires ready to resume the race. There are also pit stops and a cliff in one of the Derby bowls so you can push your opponents off the edge. DD2 will provide fast, steel-twisting action and hours of therapeutic relief to angry drivers frustrated with overcrowded freeways.





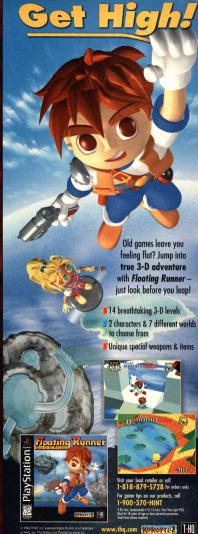






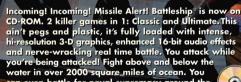


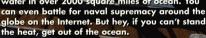




# WARNING: Before Playing, Notify Your Next of Kin.









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Psygnosis, the company that brought you Destruction Derby, ups the wreckage ante with Thunder Truck Rally. Choose either a massive monster truck that flattens everything in its way or a quickmoving buggy that easily maneuvers around trouble. Hone your skills on the slopes, hills, and mud of 12 training tracks with both indoor and outdoor circuits before you tackle the main event—a four-day endurance race covering five stages and over 500 miles of unpredictable terrain. Seek-and-destroy fans will enjoy the three truck-rally modes which score high points for encouraging nothing but all-out annihilation of onscreen opponents. Impressive graphics effects such as dust, mist, snow, and sun glares, plus various camera angles to view the carnage, all add up to highoctane fun. - Dr. Zombie





59 59 59



HASRR





# Power Move Pro Wrestling PlayStation

Get ready to rumble with Power Move Pro Wrestling, the American translation of Toukon Retsuden, the best-selling Play-Station game in Japan (see "Overseas Prospects." November). It's 3D mayhem inside the squared circle as 12 vicious fictitious grapplers battle for the championship with the most realistic array of wrestling holds seen in a video game to date. Combine moonsaults, figure-fours, and swinging neck-breakers with devastating high-flying acro-



batics off the top rope to pummel your opponent into submission. Wrestlers soit green mist into their foe's face, and if you pound their heads into the turnbuckle, their faces start to bleed PMPW is on its way to being crowned "King of the Ring."-Johnny Ballgame





80% COMPLETE





# Soviet Strike PlayStation Saturn

Soviet Strike is ready to fly into 32bit skies with a deadly arsenal of high-powered graphics and strategic. mind-blowing gameplay. You'll have to conquer 40 missions of destruction by piloting a high-tech helicopter to preserve freedom throughout the world. Armed with missiles, machine guns, and rockets, you can pretty

much blow up everything you see on-screen, and details like soldiers fleeing for their lives, and even



bursting into flames as they run, are incredible. If you fail to rescue one of your comrades, you can fly overhead and witness his execution, or take out the firing squad before they blow him away. Get ready to strike a blow against communism.—Johnny Ballgame











As the sequel to Kileak: The DNA Imperative, Epidemic has received a complete makeover. Sleek, detailed back-grounds provide the perfect environment for smooth, rendered enemies and the polished cinematics are almost Hollywood-quality.

The one problem with Epidemic, as it was with Kileak, is the lack of exciting enemies. Most of the robotic miscreants look like flying appliances, and there aren't great, gory deaths like the kind twitch gamers are used to from

shooters like Final Doom, Powerslave, and Duke Nukem.
However, this game does throw some interesting puzzles and intricate levels at you, giving the clear impression that it's a thinking man's shooter. Epidemic may spread through the

ranks and become a killer.—Scary Larry





Developed by Genki
Published by Sony
Available October









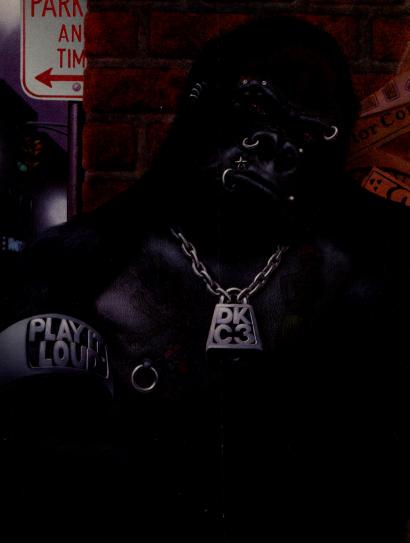
That wiseguy 16-bit bobcat is making an impressive jump to both 32-bit systems. Mike Berlyn, the designer of the first Bubsy (not the lamentable sequel) has created an interactive 3D world that looks and sounds like colorful "Road Runner" cartoons and plays at little like Jumping Flash. The two-player platform-jumping action covers 16 levels. 14 bonus rounds, and tons of imaginative warps to hidden areas. Bubsy jumps across elevated platforms, swims, flies a nifty et, and spouts over 150 of his trademark wisecracks. The Saturn version, due in December, will be compatible with Sega's analog controller (see "GamePro Labs," October) for sharper 3D motion.

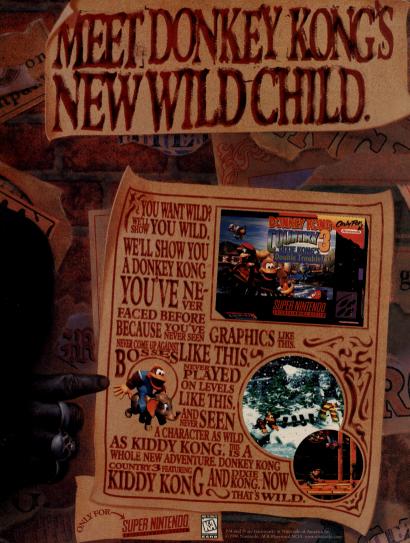
— Captain Cameron





Developed by Eidetic Published by Accolade Available November







# Extreme

Some of the features of this sequel to ESPN Extreme Games have changed-there's no ESPN license, and you don't get any money to upgrade to better equipment-but the premise remains the same: Kick and pummel your way to the finish

on snowboards, skateboards, bicycles, or in-line skates. The action goes down on 12 new courses in L.A., Las Vegas, Japan. and Africa; other cool new features include create-a-player and points for pulling tricks like 360s. The frame rate's noticeably improved, which means faster graphics, but at this early stage, there's still too much pixelization. As for the gameplay, snowboard-

















Re-Loaded
PlayStation PC CD

Re-Loaded is the seguel to Loaded, last year's bloody shoot-em-up. Some new faces join the roster of gunners, including The Consumer and Sister Magpie. Additionally, returning characters such as Bounca and Mama have new looks. The game will offer more puzzles, different weapons, and new abilities. Charac-

ters can climb stairs and jump, and bullets can now ricochet!



Going completely over the top. the last level takes place on the body of a giant strapped to a table. In this climactic final stage. you must blast your way to the giant's head, then blow it apart! -Major Mike









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# aerShark

TigerShark could be a Play-Station submariner's dream. The naval shoot-em-up action takes place both above and below the water. You pilot an attack submarine that can submerge and surface at will. Controlling the sub took a bit of practice with

the prelim version, but eventually you should be able to sneak up on the massive enemy fleet (especially when you're submerged), and blow ships out of the water.

PROP SENS WERE

Developed by n-Space Published by GT Interactive Available March '97 50% COMPLETE

The graphics and sounds rocked and rolled in the prelim. The audio resounded with snazzy sound effects, mostly machine-oun and missile fire. The graphics were very detailed. highlighted by a great-looking sub. However, the explosions needed some fine-tuning.

TigerShark isn't due until next year, but it already has the makings of a topnotch action/shooter. - Major Mike













# **Mass Destruction**

The title says it all: In Mass Destruction, you'll drive a tank and destroy everything in your path. It's mindless action, but incredibly fun.

So far, the game looks awesome, with gigantic, loud explosions and intense mechanized mayhem. Your tank can carry several weapons, including flamethrowers, mortars. and guided missiles.

Controlling the tank is simple; however, in the early disc, turning the turret was tricky. Even though the preview version had only three playable levels. Mass Destruction looks like it will give the similarly themed Return Fire a good run for the money. -Major Mike









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Take characters from Capcom's best fighting games. add in elements of Tetris. and you get one addicting puzzle game. In Super Puzzle Fighter, the object is to match same-colored gems into blocks of four, then use circular icons or diamonds to break the blocks and send them to your opponent's

side. The more patterns and combos you form and then break, the bigger the surprise for your opponent. The colorful graphics have a youthful look, with cute "deformed" versions of SFII and Night Warriors characters battling in the background.

Bruised Lee









Saturn





















**Bug Too** 

Bug is back to infest the Saturn once again, but this time he's not alone. In Bug Too, two new insects have

been added. Maggot Dog is exactly what his name suggestsa maggot with a dog's face. SuperFly is a disco-crazed fly who looks like an extra from the movie Saturday Night Fever. The characters now



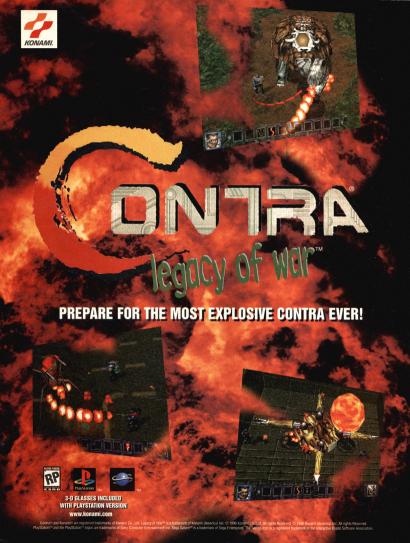


have the ability to run through the levels, which are even bigger and more complex than those in the original. New features include a two-player option and a time mode. This early version was still a little buggy (pun intended) and didn't yet have music or voices.—Bruised Lee









# **Nanotek Warrior** PlayStation

Sneak Previews

Virgin is ready to launch yet another vehicle racer into an alreadycrowded field that includes Wipeout XL and Starwinder, Nanotek Warrior puts you on a set path where you spin your ship around a pseudo-tree-trunk track. There's some shooting, but so far the limited gameplay doesn't appear to lend itself to too much fun or too much variety. Hopefully, Tetragon will put some heat into this otherwise tepid racer.—Scarv Larry





Developed by Tetragon, Inc. **Published by Virgin Interactive Available First Quarter '97** 60% COMPLETE



# Tempest X

Tempest, the vector-line shooter that was the rage in the 80s. is about to receive the 32-bit treatment. After regaining some fame this decade with the Atari Januar version (remember that system?), it's about due for a rehash anyway. This fast, clean Play-Station version could



fill Tempest X, and smooth controls should help push the game to the forefront of contemporary shooters.—Scary Larry





Developed by High Voltage **Published by Interplay** Available November 70% COMPLETE



In Pitball, you battle two-ontwo against the computer or against up to three friends as you fight for a glowing sphere. which you must place into a goal. The futuristic teams are imaginative and monstrous. using bird-men, gargoyles, and more. It's like Road Warrior meets the NBA, and it looks cool. There's also a ton of arenas to choose from. If the gameplay gets faster, Pitball could be a surprise hit. -Scary Larry







# The Divide: PlayStation Enemies Within PCCD

In The Divide, you play as a "mech" who wakes to find that the beings who put you into cryo-sleep have evolved into heavilyarmed life forms. The mech angle is incorporated into a platform experience-you hop and gun your way through most of the levels. The game looked chunky and slow, but it's unfinished, Let's hope for the best in the final version. - Scary Larry





**Developed by Radical Entertainment Published by Viacom Available Winter '96** 40% COMPLETE

GAMEPRO 90 December 1996

### Download demo at Happy Puppy: happypuppy.com

# Are you streets mart enough for...



This interactive CD-ROM is a hilarious, graffiti-style adventure designed to challenge your wits.

Zany characters, including a psychotic rollerblader, a gun-slinging squirrel, a wino and a rabid dog confront
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graphics and challenging puzzles that make Who's Fat Lou? a twisted lesson in urban survival.





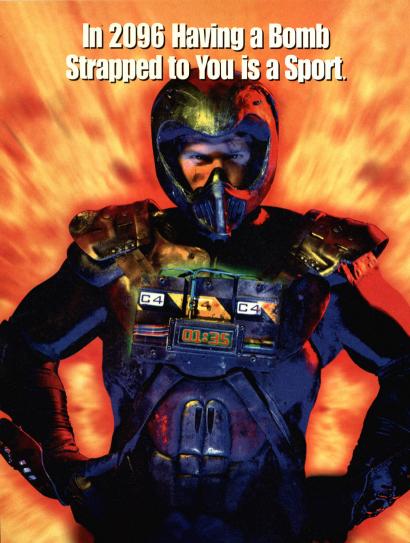












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# REVIEW

Combining strategy with fast shoot-em-up action, Crusader: No Regret is an excellent sequel to Crusader: No Remorse, But Regret shows no remorse in outclassing its predecessor by showcasing better graphics. more refined gameplay, and more mayhem.

# Silenced by Silencer

Crusader's simple premise: You are Silencer, a lethal futuristic enforcer who's sided with the resistance movement battling an evil organization called the World

Economic Consortium, Using a variety of firearms and special weapons, you blast through 10 levels of a WEC wasteland.

Storywise, Regret picks up immediately where Remorse left

off as Silencer's picked up drifting in space by the WEC. As soon as the cockpit of your craft opens, you're spraying gunfire in every direction.



You can control deadly weapons, like this mech, via remote control.

teeming with perplexing puzzles and traps. Puzzles range from collecting identification cards to pressing switches in the correct sequence. Silencer also has a new move, the forward roll—an ability that's essential to dash past hazards and enter hidden areas with narrow openings.

## Crusader: No Problem

Controlling Silencer takes skill beyond a quick trigger finger. He has several advanced moves, including crouching, side-stepping, rolling forward, and rolling side-to-side. The responsive controls are tricky at first, but they're easily mastered with practice.

# A Violent Scene

The graphics are clean and detailed. The levels look great, and they're packed with items that explode when shot. With bright fire and smoldering embers, the explosions are particularly arresting. The graphics highlight the gruesome carnage. Enemies explode, run around engulfed in



While Regret's

game engine mirrors

its predecessor's and

retains the same 3/4-

overhead view, there

are several new ele-

ments. The levels are bigger, so that becoming lost is definitely a

danger. They are also

more challenging.

PROTIP: Use care when you press switches. Some are actually booby traps, like this gun that rises behind you and suddenly fires.

flames, and can be frozen and subsequently shattered The only downside comes when you tune in to the cheesy full-motion video of the resistance members at the video terminals.

The clean audio features loud explosions and intelligible voices (as in other games

PROTIP: The steam valves are a handy way to eliminate ene-mies. Turn the valve wheel when an enemy is close to a leaking pipe, and the escaping vapor can kill him.

of this type, enemies believe they can stop you by yelling "Halt!"). Music ranges from hard-grinding quitar riffs to subtle synthesizers. providing an excellent accompani-

### Crusader: No Contest

ment to the visuals.

Crusader: No Regret has all the right elements to produce a tonnotch action game, including superb running-and-gunning, great visuals, and hours of intense gameplay. You'll have no regrets about joining Crusader's crusade.



ful around these structurescareless gunfire can easily destroy them.



including this deadly grenade



**PROTIP: Avoid using explos** against the enemy troops. If they explode, you can't search them for ammo and other help-



your advantage. If an enemy is standing below one, press the elevator switch and let the elevator do him in.



\$39.95 Available now Action/adventure

. 8 MR RAM

. 55 MB on hard

%-overhead view ESRB rating: Teen

Minimum System Specifications . Intel 486/66, MHz • 256-color VESA compatible SVGA or 100% compati • MS.DOS 5 0 · SoundRigeter

compatible card . CD-ROM drive

he Neverhood looks and plays like a Gumby dream. It's an engaging Myst-style point-and-click puzzle game crafted with beautifully rendered claymation graphics. The result is an engrossing and entertaining exercise in mystery-solving with an eye-popping look (by the design team that created Earthworm Jim) that's fun to play but a little more fun to watch.

# Flog Klogg

Shifting between a first-person view and a side-scrolling view, you guide the game's hero, aptly named Klaymen, through a series of puzzles as he endeavors to defeat Kloon, the evil ruler of the Neverhood. The controls are very simple: You point and click on any of the surroundings and in most cases the A.I. does the rest, causing Klaymen to automatically interact with various objects and devices

This is no twitch game, so brain power, not quick reflexes, is what you need. While some of the puzzles are perplexing, none of them have solutions so obscure that you'll burst a blood vessel trying to solve them. The premium here is on exploration, but the absence of a "smart cursor" that

changes shape when it passes over clickable objects certainly ups the challenge



The Neverhood is filled with puzzles-like this long hallway with writing that seems to stretch to infinity.

# An Audio/ Visual Feast

The Neverhood's fantastic graphics steal the show Klaymen and his world were actually sculpted from clay A dizzving range of seamless facial expressions and physical antics brings Klaymen to life. He runs, jumps.

spits, belches, and swings his way through the game. The other characters in the Neverhood are also visually arresting.

Of course, not everything is perfect. The claymation graphics look great in long and medium camera shots, but some images grow a little fuzzy during close-ups. That's a very minor guibble. though, in this otherwise exceptional-looking game

The sound effects are simple featuring a nice variety of interactive noises, such as bells, buzzers, and footsteps. Jazzy music enlivens the game's pace at key moments, but is thankfully absent when you're faced with perplexing situations (like the hall of records that seems to go on forever) that require deep concentration.

### Hevday of Clay

The Neverhood is an excellent adventure/puzzle game. Challenging puzzles and situations will provide you with hours of play, and Klaymen and his cohorts supply plenty of character—thanks to superb claymation graphics. You'll wish the Neverhood would never end.

Here are some tips to get Klaymen started on his quest.



PROTIP: Throw the switch on the wall to the left, and the hammer smashes the door open.



PROTIP: Move the flytrap under the second to the last ring to the right. Jump, grab the ring, and pull it down to the flytrap' mouth. The flytrap bites it, hold-ing the door open for you.





604 nuzzles Ausilable Nevember Multiple views Adventure/puzzle RSAC ration: 13+ 1 nlaver

### Minimum System Specifications

### SVGA graphics . O MD DAM • 10 MB on hard • CD.ROM drive

# SoundBlaster-compatible card



PROTIP: Go to the television screen and press on the shapes until all the shapes to the left have fuses and the ones to the right do not.



PROTIP: After the monster in the courtyard chases you back to the house, he knocks a match the house, he knocks a match off a shelf. Light the dynamite man and push him toward the monster. The monster eats the dynamite man and explodes!



PROTIP: Go to the puzzle on the wall and move the pieces around until you form an "H." When you do, the door opens.

# amePro Preview

## DOS

The post-apocalyptic carnage continues in Bethesda's latest Terminator-based game, A fresh set of missions featuring sharp new SVGA graphics offer challenging one-player action. As you criss-cross the nation in pursuit of a renegade nuclear weapon, you obliterate your enemies with the 17 weapons at your disposal. But without a doubt the coolest new feature is multiplayer mayhem over networks or modems. In death match-style action, you

battle it out with hostile forces across the crumbling city of L.A. You can even capture ieens or enemy hunter/killers. to put on the hurt in a big way. - Air Hendrix

By Bethesda Softworks Available now











Win 95





















Hot on the tailpipe of last year's successful first game, Screamer 2 hauls across the starting line with a trunk full of cool upgrades. From behind the wheel of four new cars, you screech across six new tracks that range from South American jungles to the streets of San Francisco. Before the flag drops, you choose two-wheel or four-wheel drive and optimize your suspension, tire pressure, body style, and transmission to fit race conditions. Other smokin' additions include variable weather, two-player split-screen action.

four-player network play, and a new 3D engine that provides better graphics. speedier play, and a more realistic 3D feel.—Air Hendrix

By Virgin Available November





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# PC GamePro Previews

# Privateer 2: The Darkening DOS Win 95

Although the term "interactive movie" inspires disgust in most gamers. Origin's proven prowess with the Wing Commander series marks Privateer 2: The Darkening as a promising prospect. Like its popular predecessor, this Privateer blasts off with a combination of space warfare, equipment trading

and upgrading, and full-motion video adventuring that stars luminaries like Christopher Walken and John Hurt. In between storytelling sequences, the gameplay focuses on completing combat-laden missions like hunting down crooks and

reconnoitering planetary systems. - Air Hendrix By Origin











# Available now



# Civilization II Scenarios

Win 3.1 Win 95

Civilization II took strategy gaming by storm earlier this year, and now MicroProse is back with an add-on disc jammed with intriguing new scenarios. The original Civ II challenged gamers to take on the role of the ruler of an em-



pire, managing its politics, sciences, and social structure with the ultimate goal of taking over the world. Civ II Scenarios loads you up with 20 new plots, including the Iranian hostage crisis, the American Civil War, a futuristic holocaust and alien invasion, and the rampages of Alexander the Great and Napoleon.—Air Hendrix

> By MicroProse Available December

# Magie: The Gatherina

An immensely popular card game, Magic: The Gathering descends on the PC with snazzy features and gameplay. New players can learn the fundamentals via a thorough multimedia tutorial, then duel the A.I. in a variety of modes. More than 100 beautifully drawn decks prepare you for battle, and the useful Deck Builder utility organizes the whole deal. MicroProse also threw in an adventure game where players battle wizards

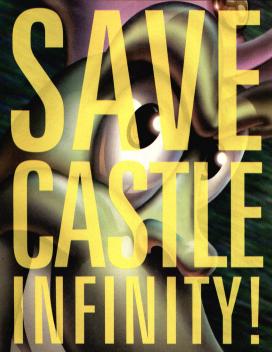
Win 95

and other mythical creatures with their Magic cards, building up their decks and characters along the way. - Air Hendrix

By MicroProse Available November









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# **lamePro Previews**

# Death Rally DOS





If you like Road Rash, you're gonna love Death Rally, which takes combat racing to new levels of brutality. How brutal is it? Duke Nukem himself is one of the racers! One to four players compete, cheat, and do whatever is necessary to win on 18 tracks, with The Adver-



sary waiting on a final confrontation circuit. As you race. you lay mines, sabotage enemy cars, run over spectators-sounds like just another day on an L.A. freeway! -Captain Cameron

> By GT Interactive Available now

# Derk Earth Win 95 Mac

The Dark Farth is our Farth 300 vears from now-a time when a passing comet has made the sky dark, the air cold and poisonous and death omnipresent. Explore the remaining cities and learn how to use the last remaining sunlight. Along the way, you must overcome the strange creatures lurking in the night and try to discover the secret of the ancient curse that has punished Earth, Mindscape's so confident in this new title that it's planning a whole series of Dark Farth games. - Doctor Devon





By Mindscape Available First Quarter '97







hen Sega joined with Softbank last spring to make games for the PC market, nobody expected the wide range of games that the new joint company, Sega Entertainment, is lining up for release. Sega Entertainment should have something for everybody within

the next few months.

The hottest titles will be Sega's familiar arcade games, which will finally hit the PC. Virtua Fighter brings together all eight characters, all their original combos, and some of the fastest two-player martial-arts action ever to take place on a computer. Daytona USA, which like VF is scheduled for pre-Christmas release, showcases the arcade version's four driving views for realistic stock-car action. Also coming are two more racers—Sega Rally Championship and Manx TT Super-Bike-and the shooter Virtua Cop, renamed Virtua City P.D.





World Series Baseball





Virtua Fighter PC



Saturn and Genesis gamers will also see some of their favorite titles on the PC soon. Making the jump to the PC are the console hits Vectorman, Baku Baku, Panzer Dragoon, Bug!, Sonic CD, Garfield, and World Series Baseball '96.

Finally, the most famous Sega character of all, Sonic, will turn teacher in Sonic's Schoolhouse. Learning about math. spelling, and reading won't ever be quite the same again once kids ages 4-9 get instruction from their new 3D classroom pal.-Coach Kyle







His Field Has Changed!

No more Mr. Nice King! He's working for the dark side now! King Alfred, the Holy King of Verdite has fallen victim to the minions of evil as ASCII Entertainment brings in another installment of last winter's hit PlayStation title King's Field! In King's Field II, you will find

the same gripping elements you found in the first King's Field. only with even MORE of the fantastic elements that addicted you to the original.

An awesome new world lies before you as you embark on your new quest. ASCII obviously put in an incredible amount of work to make this new quest in the kingdom of Verdite as lavish and realistic as possible. This real-

ism stems from the same technology that was used in King's Field I, but this time, you have the entirety of the kingdom to explore!

Outdoors, inside castles, villages, underground passages and dungeons - all combine to make an immense world that will have you immersed within moments

Make no mistake, this is no ordinary sequel. Numerous upgrades and captivating elements mix with the most addictive points

of the original top-selling adventure to bring you the hottest new title to hit the PlayStation this year. As you may recall from the first King's Field, a 3D tex-

ture-mapped, 360° world of larger-than-life enemies lay before you on the monster infested island of

Melanat

Shipwrecked on this island, you were to battle your way through levels upon levels of dungeons and monsters in search of the Moonlight Sword which was stolen from the King's Throne in Verdite (the kingdom on the mainland).

Alexander, learned magic spells, grew more skilled with his sword, and was able to pick up and equip any weapons,



One of the most riveting elements of the new quest is that the storyline has been greatly improved upon! I know that a lot of us thought that the first King's Field was plenty deep, but ASCII has gone above and beyond to make this sequel an experience that will draw you deep into the involved plot - disabling you from putting down your controller until every last Red Eye, DragoNewt, and Stool are driven from the king-

You start out the game with an introduction which allows you the chance to find out what has been happening since Alexander brought back the Moonlight Sword to the kingdom of Verdite five years ago. A cool intro



sequence complete with voice over and full-motion cinematics bring you into the world as the King's son, Prince Austin Lyle Forester, a title that should have everyone in the kingdom bowing to kiss your feet. Unfortunately, your father - King John Alfred Forester I — has fallen to the will of the evil forces which are attacking your kingdom.

	PUBLISHED		4		
	ASCII Entertainment SYSTEM PlayStation		Halloween '96 THEME Action/Adventure RPG		
	# OF PLAYERS	SI	ZE	% COMP	LETE
	1	CD-ROM		95%	



As you progress through the game to go out and save the world, you will have to talk to all walks of life in the kingdom. Eccentric Monks, irate mothers, indifferent soldiers, even an occasional enraged monster will have a few words for you. Your challenge, of course, is to win the favor of the people so that they will give you the help you need as you try to



Advertisement

## "It's so addictive, they'll have to cut the power to my house to get me to stop playing!" - Game Tester

learn new spells of magic, pass over rivers of lava, and collect threads of power that can sew your kingdom back together.

Don't get me wrong, this is no "rocking at home with your crochet needles" game we're talking about! You'll come up against some of the most frightening and powerful enemies since Clash of the Titans!

In addition to the game's storyline, ASCII has also put forth a valiant effort to come up with humorous and stimulating dialog and characters to bring your quest to life. Such characters as Jack, a 100+ year old resident of Verdite with a more than stereotypical attitude and a funny senility about

him, will bring sparks of humor that you'll enjoy throughout the game! Even a bit of romance enters the quest as the scantily clad elf merchant, Lyn - who has held a flame for the prince since childhood - drops hints about her feelings that even a Golem could comprehend

Not to forget about the CD quality sound, of course! King's Field II has a wide selection of accompanying music to entreat your ears as you progress along your jour-Original scores are long enough to not sound repetitive and vet are not so intruding as to distract from the ambiance which they so artfully bring to the game. Other sound effects include terri-



Remember me? Shore ya do...it's Leon Shore. Come visit my house whenever you need a friend or a guide.

# Swordplay...

The fighting technique in King's Field II is slightly different from the original. The enemies have been enhanced to recognize your pattern of attack so that they can turn, block, even parry and thrust to put you quickly into the realm of the dead! What you will have to learn is to circle and then double back while the enemy is distracted. In this way, you will reduce your hits and live longer. As in the first quest, you can always go in for a quick hit, but in King's Field II, you will be less likely to achieve success - the Skeletons, for example, now have the ability to block with a shield, duck under a slash, and stab

In addition, use your magic as



a distraction while you go in for a hit. learn some spells, stun the enemy

first, then go in for the kill! Enemies can use the same tactics though, so be careful. They also attack in groups, so make sure that you don't get surrounded! Good

fying wails, screams, and roars from the afflicted and from the enemy; thunderous explosions, the glorious sound of steel on steel during sword fights; and, of course, the exceptional Stereo effects that were such a notable achievement in the first King's Field! You can actually tell how close you are to a monster by how loud the eerie screeches and roars are - with some practice you can even distinguish what you're going to come up against





around the next bend!

the original King's Field, you may be worried that ASCII made changes in the intuitive control & easy-tó-use pop-up menus. Well.





with the same great features that made KF I a hit. So they put their best American team on the project working directly with From Software, Inc. of Japan to make King's Field II the biggest, best, blow out game of the year!



mind at ease. ASCII did leave in vast improvements. Just on the some of the already refined ele-Field a roaring success. The intuitive control and pop-up menus gives you just that much more next year! control over how your game acts. I would wish good luck to you,

King's Field would have done than luck to make it through this incredibly well even without the one!

promise of the same quality in the ments that made the first King's beautiful 3D polygon graphics and intensity of gameplay, King's Field II would have been a sell out remain unchanged for the most game! But with improved sound, part. ASCII did. however, add a graphics, and storyline; along feature to the "System" menu with a humongous world to which allows you to change the 'explore, King's Field II is desdefault button configuration to tined to be one of the top sellers anything you want. This feature this holiday season and well into

Prince Austin Lyle Forester...but This much anticipated sequel to you're gonna' need a lot more



SELECT ORETURN

# Inside Edge

King's Field II is immense. Your only hope of exploring the whole thing is to acquire the Pixy Map early on in your quest. (It's an automap which maps everywhere you go in the game.) Each village, castle, dungeon, and underground has its own map, so figuring out where you've been is as easy as pulling up your

items menu!

To find the Pixy Map, you must make your way through Varde's Forest (a maze just beyond the castle in the first town). important item

important item.

To receive the Pixy Map, you will have to talk to Varde, the character that holds it. It is important to speak with every character you come across every time you see them. Characters change what they say after you've visited other villages and

# Behind The SCREAMS

It all started with a wish list Design and Layout coordinator David "Commander" Silviera and Production overseer. Mark "The Monk" Johnson (doubling as ASCII's video game consultants and game masters) were given the opportunity to make a wish list for everything they wished had been in KF I and everything that could have been better that was already in the game. Combining feedback information from the consumers via the On-line News Groups registration card information. and their own ideas, they put together a list of upgrades that would make the ultimate game. After presenting the list to From Software, Inc. of Japan, ASCII also added Austin (as in "Prince") Leininger to the ranks of the KF II team to help implement the upgrades and make KF II a smashing success.

"Rewriting the Japanese script was a blast," quoth Austin. "It was the opportunity to actually create an entire script for a video game only limited by the original story line from Japan."

The improvements over King's Field Linclude

- Larger world to explore.Outside areas of exploration. · CD Quality music and sounds · Improved character definition
- and dialog
- · Enhanced storyline and plot. · More fearsome enemies.
- · Enhanced weapons and

And Much, Much MORE!





# MAKE HASTE.





NEW SONIC GAMES NOW AVAILABLE ON GENESIS, GAME GEAR AND PC.





## OR MAKE WASTE.











**Mortal Kombat Trilogy** (By Williams Entertainment) **Bv Maior Mike** 

Price not available 128 megs

Available

Fighting

2 players

Side view



Looks just like the ar-5.0 cade version, with fluid character movements, eerie stages, and lots of blood. The fatalities and finishing moves are also excellent translations.



#### The sound effects are arcade-perfect, but the music is too muted and distantas if it were a cheap imitation of its arcade counterpart.

#### Control

The special moves and 4.5 combos are simple to pull off with the N64 controller's closely spaced buttons. However, you must do lightning-fast but-ton taps on the standing combos



#### Fun Factor

It's MK-and lots of it. 4.5 This game should satisfy even the biggest MK junkies. If you aren't a fan there is no better time to become one than with this game.



One of the many options-a three-on-three Kombat mode!



PROTIP: Now you can uppercut

an opponent through the

roof up to three times!

It just wouldn't be MK without hidden fighters! Meet the latest mystery Kombatant-the female ninja named Khameleon.



This time there are twice as many treasures in Shao Kahn's gallery!





Twenty-six fighters in the biggest MK yet!



There is only one Sub-Zero, but he posesses all the powers of his various incarnations.



In with the

Old and New

Nostalgic treats like the pil stage from the first MK game return—with a few "enhancements"...



orget UMK3: Mortal Kombat Trilogy is the ultimate Mortal Kombat game. This MK entry has everything any MK lover could want—all the fighters, all the moves, and more. It's the mother of all Mortal Kombats.

#### All-Star Lineup

Trilogy puts all the fighters from the previous MK games into one lineup, for a total of 26 fighters, Joining the cast are two brand-new fighters, the purple ninja Rain and the hidden fighter Noob Saibot. Using the combo engine from MK3, Trilogy gives each character a standing rapid-button-tap combo. This puts all the fighters on a level playing field, and gives those from earlier entries (like Rayden and Baraka) new life.

Some fighters have been modified with new moves, and some have had moves taken away. For example, the old and new Sub-Zeroes have been combined into one fighter who posesses all the special moves of each. While purists may cry foul, the alterations are generally minor.

Some excellent gameplay additions distinguish Trilogy from earlier MK entries. These include an Aggressor meter which rests in a corner of the screen. As you exchange blows during battle, the word 'Aggressor' is slowly spelled out. Once you've fully spelled it out, your character moves faster and inflicts more damage. Ultimately, this rewards players who play offensively. There is also a new finishing move, the Brutality. This similar to the Ultra Combo finishing move in Killer Instinct, except that you must tap out the move rather than having the computer automatically do it for you. There are also several new Kombat Kodes and fighthing stages.

#### Mortal Mania

However, MK Trilogy doesn't score a flawless victory. There is some slowdown during fights—like when you knock an opponent through the ceiling to the stage above.

So is Trilogy the best MK yet? Yes—due in part to the gigantic scale of the game and more secrets than you can shake Scorpion's spear at. For MK fans, MK Trilogy delivers with all the fighters, secrets, and carnage that made the series the phenomenon it is today.

#### Rain's Pain



PROTIP: For a nasty twohitter with Rain, hit an opponent with a roundhouse kick (hold \( \), tap high kick) that sends them to the opposite of the screen...



uppercut before they land!

PROTIP: Trilogy has all the Fatalities, Babalities, Animalities, Friendships, and a new finishing mowe—the Brutality! To do Kitana's Brutality, tap High Punch, Block, High Kick, Block, Low Kick, Block, Low Punch, Block, High Punch, Block.



PROTIP: Use Rain's telekinetic fireball to grab an opponent. Then you can set them up for an uppercut or combo.

#### intendo 64



Star Wars: Shadows of the Empire (By Nintendo)

By Scary Skywalker

Price not available 64 meas Available December Action/adventure 1 player

11 levels





The Force is with us once again, LucasArts and Nintendo have completed Star Wars: Shadows of the Empire, and this highly touted early release for the N64 features many of the elements that made the Star Wars film trilogy a success a classic tale of good versus evil, primo sci-fi hardware, weird aliens, and mucho laser blasts. And it presents all this with a stylized charm and sharp, cutting-edge graphics.

However, Shadows is not for everyone. Familiar gameplay, which mostly involves chasing polygonal henchmen and shooting them down (à la Doom, Duke, Quake, et al.), abounds in this game. This is definitely a Star Wars fan's dream come true, but action/adventure fans not enamored with the Star Wars film universe will find Shadows shadows.

The 11 levels of Shadows fall into three main categories: flying vehicles, shooting on the run, and shooting while flying. The opening level is a knockout as you begin where the movie The Empire Strikes Back began; on the familiar snow-white terrain of the ice planet Hoth. Imperial Walkers threaten the Rebel defenses. so you pilot a snowspeeder and shoot at AT-STs, AT-ATs, and Probe Droids. As in the movie, you also have to take down the elephantine Walkers by launching tow cables and entangling their



#### Hoth



#### Control

Effortless shooting is tempered by sometimes imprecise walking and jumping controls. Turning corners on ledges is especially tricky, as is making chasm jumps.



The crisp polygons are 4.5 sometimes obscured by murky fog effects. However. there are plenty of familiar, wellrendered Star Wars foes such as Stormtroopers, Wampa monsters, and Probe Droids.

# Xiznr



: The Red Guards are the toughest to kill. Use the Laser to stun them, then hit them with Seekers. You can also keep shoot-ing them at point-blank range with the laser.



Fully orchestrated mu-5.0 sic. some of which is sampled directly from the Star Wars movies, follows you wher-ever you go. Even in the murky sewer areas, the moody music heightens the tension

#### Fun Factor It must be reiterated-

if you're a fan of the Star Wars films, this game is for you. Others may want to reserve their N64 money for other titles.

#### Echo Base



PROTIP: Only Seeker missiles can take ou the Wampas. You can also sit back and watch them fight each other.

#### **Asteroid Field**



PROTIP: Use your missiles on large groups of fighters, and take on the single fighters

#### Ord Mantell Junkyard



PROTIP: When riding the train, switch to the behind-the-person view for Dash.

feet. It's as impressive and exciting as the cinematic battle for Hoth.

Next you control Dash Rendar, a mercenary who, on the orders of Princess Leia, is supposed to be guarding Luke Skywalker. You walk, run, and jump Doom-style through corridors, blasting Stormtroopers and other Empire heavies while fulfilling mission objectives like detonating Empire strongholds. You pick up different weapons and helpful items, like Boba Fett's rocket pack, but most of the time you're busy blasting Vader's boxs.

There is some variety—you swing a Swoop bike (a Harley

for mercenaries) through Mos Eisley, you blast TIE fighters and TIE bombers while avoiding asteroids, and you hop along railroad boxcars through a desolate junkyard with some very familiar junk (like abandoned spacecraft from the trilogy movies) lying around Rut for the most

part, it's shoot first, think later.

I am one of the biggest Star Wars fanatics around. Shadows is a solid performer with dazzling good looks, but not the breakthrough superstar the buzz might have led you to expect. Then again, aspiring Jedis will enjoy feeding their jones with Shadows of the Empire.

#### Gall Spaceport



PROTIP: You must time your jumps carefully to make the chasm leaps in the Gall Spaceport. Switch views to first-person, then run and jump.

#### Mos Eisley



PROTIP: The Swoop is extremely precarious.
Instead of just jamming through town, use
reverse to slow the Swoop down.

#### Imperial Freighter Suprosa



PROTIP: Laser fire will temporarily stun Stormtroopers. Use this tactic to get around large groups.

#### Sewers of Imperial City



PROTIP: Use the jetpack to float above these traps. That way you can see trouble without landing in it.

#### Skyhook Battle



PROTIP: As in the asteroid field, use the missiles on clusters of fighters. Don't let them get behind you. Switch views so you can track their progress all around the shin.







64 meas

PROREVIEW

Available November Jet-ski racing 2 players 8 tracks

**Wave Race 64** 

By Air Hendrix

(By Nintendo)

Multiple views











PROTIP: The key to tight steering is beginning each turn far in advance.

MAX PART

et skis may bring to mind mere summer fun at the lake, but Wave Race 64's electrifying action shreds that stereotype. Deep, fiercely competitive gameplay is matched with wild 3D wave action that challenges you to contend with churning surf as well as your opponents.

Gamers choose from four jet skis before getting wet on six tracks loaded with slalom-style gates. The races go down in three tournaments against three CPU opponents, in a time trial, or on stunt courses where you score points for landing tricks. Completing a tournament opens up the next difficulty level—the gates are tougher to hit, the CPU's much tougher to beat-but victory's rewarded with two hidden tracks.

A remarkable racing game, Wave Race is exactly the kind of solid



PROTIP: Missing gates cuts you power, but sometimes it lets you carve a more direct-and thus faster-path to



PROTIP: On extreme corners, pull Down on the joystick as you turn for added cutting power.



Fun Factor

XL's high-tech sheen, Wave

Race's phenomenally fun, addic-

tive jet-ski racing will captivate

gamers with in-depth, challeng-

ing gameplay. The two-player

split-screen action rocks, too.

Even without an ultra-5.0 hip hook like Wipcout

Wave Race's outstand-5.0 ing visuals showcase the N64's impressive graphical prowess with gorgeous water effects, eye-catching lighting, realistically detailed polygonal sprites, and smoothly flowing animations.

#### Control

The simple controls in-4.5 volve merely holding the gas button and steering with the joystick, but these jet skis handle beautifully and with impressive realism. The ability to pull off fancier tricks would've been sweet, though.



PROTIP: As you

advance to the

Sound is the only part of Wave Race that doesn't shine. Despite the respectable engine and water effects, the juvenile music and grating announcer will leave you scowling

in irritation.

Sound



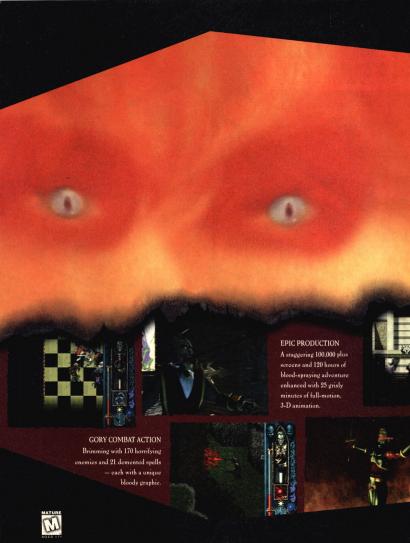
PROTIP: When jumping, be sure to look

ahead and line up the next gate so you

don't accidentally miss.

PROTIP: In the last track, the tide goes out farther and farther as the race proceeds, so keep an eye out for obstacles that were submerged on the previous lap.





Forever — a black and dreadful place...

Where the undead feast on the living to survive.

### ETERNAL PAMNATION TO PLAN YOUR REVENGE

Welcome to Blood Omen: Legacy of Kain. Whether you choose the form of vampire, wolf, bat, or mist, the search for and annihilation of those who damned you is your only purpose.

"So cool you won't want to play it alone in the dark."

-PSX

"...this is the largest game world I've ever seen in an adventure console game."

\_PSExtreme

"The most ambitious adventure game ever created awaits."

-GameFan



VAMPIRE BLOODFEST

Drink the blood of your victims, then morph into one of four sinister forms to escape — vampire, wolf, bat or mist.

Explore the carnage at www.crystald.com or www.activision.com Blood Omer Legary of Kin distributed by Astivision. of Dynami, and Emil Dynami, Extensive a regular ballow of Dynami, Extensive a regular ballowed. I de Janus, in

PlayStation





## You'll

Get **bent** over six radical terrains.

eur Wenchung multiple News with hard-rooking adversalin-pumping music. adversalin-pumping

White knuckle driving and extreme weather conditions.

1

LAP4/6

Rampage your rig with actual four wheel independent suspension and real vehicle motion.

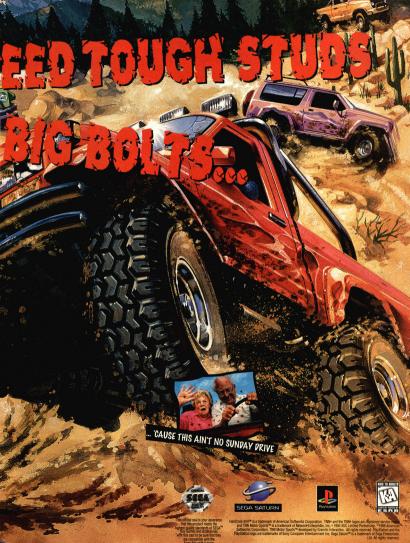
Maxx out your truck.
crumen the fenders.
and kiss your competition,
but don't drive it
into the ground.

head games



http://www.accaamor

LRP 1 / 6





Price not available Available Novembe Corridor

1 nlaver 13 levels First-person

ttention, Doom fans: The following game is another Doom clone. Do not















Smokin' Gun

It's fast fun, with few drawbacks.

Disruptor throws you into 10 alien levels where you blast anything that moves. You start the game with a standard pistol, but

soon upgrade to more powerful weapons like a Phase Rifle, Lockon Cannon, and more. These guns have enormous firepower, especially the screen-clearing Zodiac, which sends out an energy wave that rains through the air, then ripples across the ground.

Each level has objectives: In some you have to flip switches, while others require you to blow up certain computers. There are no end-level bosses, but the enemies get progressively harder.

#### **Gun Control**

Disruptor offers a tremendous amount of challenge-maybe too much. In contrast to other shooters of this type, there is very little ammo to be found. You must make every shot count, and even then you'll often find

yourself with no defense except your evasive skills. Adding to the difficulty is the fact you must hit targets dead-center, or the ammo goes flying into the horizon. In other shooters, close is good enough, but not here.

There is another weapon menu for mind skills called Psionics. These range from healing spells to electric blasts. However, they also run out fairly quickly, and recharging them is timeconsuming.

Happily. Disruptor uses some of the cleanest, most sophisticated graphics yet seen on the PSX. They're joined by some rippin' explosions and sound effects. Maybe the shortage of ammo will force you to appreciate the beauty of this game.

#### Level Two: **Old Chemical Factory**



PROTIP: Low-level enemies, like these flying insects, should be eliminated with a less powerful weapon, like the 18mm automatic.

#### Lovel Three: Rooftops 20002

Weapon

PROTIP: Do not shoot the droids that look like flying washing machines. They chase you through the level and detonate near you-draining your life bar.

#### Graphics

The clean, rendered 4.5 levels are amazing! Tons of detail are not marred by slowdown or pixelization: too bad the enemies are bland and repeat throughout the levels. There's also more fog here than at a drag queen festival.



#### Sound

Great explosions and 5.0 rockin' music fill the levels. The music changes as situations worsen, so you'll know when you're in trouble

#### Control The control is fairly

4.0 smooth, but the weapon switching is troublesome-it lags a little, and there's no way to pause, then change weapons, as



5.0 with some serious game-play. Fans of corridor shooters will love it. Beginners may not find themselves up to the challenge at first, but they'll definitely come back for more.

#### Level Four: Jupiter Station



PROTIP: The AM Blaster spreads a threeway shot, but if you hold the button down, it lets out a powerful, concentrated burst. Shoot when close to an enemy.

#### Level Five: Moon of Neptune



PROTIP: This is a long level with two significant stages. Blast through the werewolves in the first stage, then drop down and avoid the flying insects in the second part. For enemies toting Lockon Cannons, use a short AM blast, then use Shock.

#### Level Six. Mars



PROTIP: You start the level without wear ons. Although you may find a few scattered throughout the landscape, you must rely on the Psionics to carry you through, Use Blast, then Drain when you run low.

## Level Seven:

Ice World



ROTIP: Tons of machine gunners are in this level. Use the AM Blaster on them. After the first part of the level, you go into the labs where the tough ice gunners shoot at you with the AM Cyclone.

#### Level Eight: Mines of lo



PROTIP: The soldiers in this level are easy to dispatch if you shoot them at point-blank range. Store the Phase ammo before using the Repeater.

#### Level Nine: Reactor





PROTIP: Your only objective in this level is to get out before the reactor explodes. Hit the red switches to add time to the clock.

#### Level Ten: Space Station



PROTIP: Be careful when entering rooms in this area; many are heavily guarded. Use the Phase Repeater in close quarters.

#### Level Eleven: Dream Weaver



PROTIP: You find yourself in a weird dreamscape, with only your Psionics as weapons. Wait until your enemies bunch together, then launch the Tera Blast, and detonate it in the middle of the group,

#### Level Twelve: The Prison



PROTIP: Walk through the prison, grab your weapons from different cells, then blast your way through to the final level.



lack Ops, developer of the killer Agile Warrior, returns to the fray with Black Dawn, another outstanding shooter. This time you deal out destruction from the cockpit of a helicopter, but the terrorist threats still crop up from Central Park to Antarctica.

At each site, restoring the peace involves several missions inserting SEAL teams, demolishing tank squadrons, knocking out radar sites, and more—that must be completed in order. Your wellequipped chopper rises to the occasion with bullets, missiles, rockets, napalm, and even nukes. Power-ups replenish your stores, augment your existing fire—

power, and even supply you with wingmen that fight by your side.

The learning curve for the controls falls on the steep side, but such tough, diverse levels and comprehensive features are worth a little work. A few flaws aside, Black Dawn is a well-rounded game that delivers riveting, adrenaline-packed combat.



PROTIP: Use the powerful triple-shot gun extensively and reserve missiles for highly mobile targets.

#### Graphics

The improvements on Agile Warrior's visuals immediately capture your attention: detailed, eye-catching landscapes and enemies, screen-rocking explosions; and a smooth, fast frame rate. Still, there's way too much fog (which disguises pop-up on the horizon).



4.5 challenging, arcadestyle gameplay and deep levels. If a lock-on tone is music to your ears, this gripping helicopter shooter will plaster a huge grin across your face.

#### Sound

Great cockpit chatter keeps you fully briefed on every important detail, though it sometimes grows repetitive. Intense orchestral music and fiery sound effects round out the solid audio.

#### Control

Although these controls are much more accessible than a hardoore flight sim's, they're still complex enough to require mucho practice. Once you master them, you achieve impressively deep control over your chopper, though the throttle remains too twitchy.





PROTIP: Shoot every building you pass—some of the best power-ups lurk inside harmless structures.



PROTIP: Hug the hills to sneak up on enemies, or launch attacks while sheltered by trees and buildings that absorb incoming fire.

PROTIP: APCs hit back hard, so swoop in fast, launch your missiles, and get out in a hurry.



PROTIP: Launch missiles in pairs—single shots destroy only the wimpy targets.

rescue hostages or SEAL team members leaves you defenseless, so clear the area of hostile forces before you set down.





**Blood Omen:** Legacy of Kain
(By Crystal Dynamics) By Bro' Buzz





Legacy PROTIP: The Werewolf Form enables you to climb mountains and take more hits with less damage.



PROTIP: Quickly tapping 
fires off combo weapon attacks. The spinning double-axe combo, for example, is great. When facing gangs, move Kain around as vou spin.



PROTIP: Bone Armor makes you less no-ticeable to the Undead. However, it can prevent you from activa door switches.



Stunning cinematics tell a bloody tale of the living dead.

#### Graphics **Breathtaking story**

cinematics that are equally gruesome and gorgeous rule the visuals. Nicely painted dark, foreboding backgrounds and interiors juice the overhead-view gameplay. Odd, unpredictable scrolling, however, relegates some fighting to edgeof-the-screen blind dueling.

Control

presses make both inventory

Blood's controls are

simple. Single button-



#### A massive medieval fantasy world and merciless challenge provide hours of horror-filled fun. However, frequent data-loading noticeably dogs the gameplay. Blood Omen's action could be more intense, but this game is still good enough to wake the dead.

Sound Sweet weapon clangs,

5.0 bone-chilling cries for mercy, and icky blood slurping are standouts. Impressive character voices and eerie gothic music add great drama.

Kain is an unwilling vampire, but he'll still suck your blood!

nood Omen is a horrific, hypnotic game guaranteed to either satisfy your darkest Dracula fantasies...or upset you. This Mature-rated CD is not for kids, the fainthearted, or the mentally disturbed. The graphics are violent and bloody, and the sounds are slick and sick. Also, as the reluctant vampire, Kain, you suck. In fact, you're an awesome sucker, able to drain hapless victims dry...from two feet away!

The hauntingly compelling storyline triumphs over somewhat plodding action. As you scour a massive medieval world to hunt down the monstrous demon who enslaved your soul. you hack, spell-cast, and drink blood via an overhead view that suffers from jerky screen-scrolling and noticeable data-loading. You use the simple combat controls execute a classic three-

step "Forward-Slash-Runaway" rumba to (barely) defeat the many deadly vampire hunters. At least you can equip yourself with 34 imaginative weapons and spells. You can also shapeshift into a werewolf, a bat, a mist-being, or a human-all with accompanying special abilities.

Overall, Blood Omen emerges as an above-average action/ adventure game, with more emphasis on the adventure than the action. It's bloody good vampire fare.



PROTIP: Save victims chained to the wall as emergency snacks.

PROTIP: Sometimes when you return to the Nine Pillars of Nozgoth, Ariel gives you a clue. Use the Bat Form to get there from anywhere.

PROTIP: Try not to use the Hearts of Darkness; they automatically resurrect you.

management and vampire shapeshifting a breeze

GAMEPRO 120 December 1996

## STUPP IT.



STOCKING.







Hanced Section Product (1977 - 1978) Million Extraction to L. If right reserved, binaring-0 (1978, bin





PROTIP: Use the backflip to get out of tight jams, It moves you quickly out of danger, and hits a few opponents on the way.



run only through open spaces. Proceed cautiously around nooks and crannies.

PROTIP: Running is difficult, so

PROTIP: Use leg sweeps constantly. It's a cheap but easy move that works PROTIP: If you're caught offscreen, backstep to readjust well against small enemies. the camera angle.

opponent wastes time.



PROTIP: Run past groups of enemies, then turn and fight. Don't let opponents get behind you.

Graphics The rendered back-

4.5 grounds are among the most beautiful you'll see this year. Exotic and colorful, they'll amaze you. But the hard-to-see enemies need more definition.

Control

Controlling your char-2.0 acter is an exercise in frustration. Most punches miss their mark, and turning to face enemies takes forever. You're often caught between enemies, and are pummeled by one while fighting the other.

in Perfect Weapon, you play as Blake Hunter, a martialarts champ who's kidnapped and forced to fight for his life on strange, exotic alien worlds. In this Resident Evil-ish action/ adventure fighting game, you get to show off a large number of moves and learn new moves and combos as you progress.

It's a great premise, but the gameplay is horrendous. Slow and stodgy, the moves are hard to do (even running is a hit-and-miss chore), and the game mechanics are often frustrating and pointless, A good example is the fightingwhen hit, you're sometimes turned sideways, and then are unable to attack. Another annoving problem is that the camera angle constantly changeseven when you're fightingwhich can leave you brawling offscreen.

The beautifully rendered enemies are viciously tough. The ramped-up A.I. is too extreme, though, which makes the slow gameplay even more apparent-vou'll spend at least two hours getting out of the first level. Add to this the vast enemies you meet versus the minimal power-ups, and you'll think Resident Evil was a cakewalk. This Weapon quickly runs out of ammo. [6]

Sound

With full voice-overs and 4.0 weird sound effects for the aliens, the sound is almost perfect. But the lack of good music is noticeable throughout the game.

Fun Factor The game is enjoyable

3.0 if you are patient. But gamers who thrilled at the eerie intensity and graphical fluidity of Resident Evil will find this weapon is far from perfect.

You're Fighting to protect good and Restore the Rightful King to power.

The Bad News is you're the guy on the right.

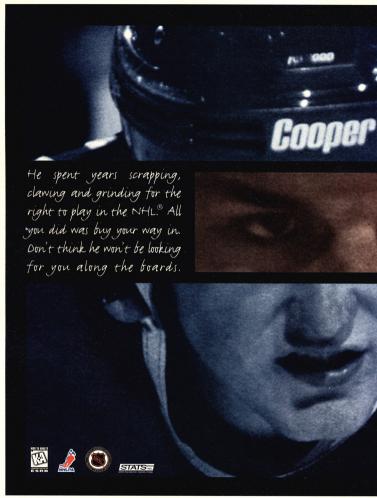
"Clever, an utterly different vision and experience from all the lookalike games..."

— NEWSDAY

The good news is you're a lot smarter than the guy on the left. Good thing, consisting you'll not be stalled more than 60 puzzles in order to succeed in the chartest distrainmented would for Newthods. Foull finely Klaymen avoid profiles concert class, and kind a little clay butt. All to defeat the exil Klagg DIMERATIVEORIES, and bring the Newthods Dick to normal At least, as INTER WOTHER TOTALLY.

Joekha hood

"Cribark on a Clay advinture that oreaks the riolo."







You're a marked man. But try not to let that intimidate you. Because you have all the teams with all the starting lineups. You have advanced garneplay and artificial intelligence, with players cycling and executing powerplays just like they do in the pros. You can create your own strategy for breakouts, forechesking and offensive and defensive attacks. You'll be able to swarm the net or focus your offense around your right winger, left winger or center. You've got loon Passing; which lets you execute giveand-goes as well as any assist leader. Of course, when you go skate to skate with the likes of Jagr, Lemieux, Hatcher, Coffey and Brodeur, there's one thing you haven't got. A prayer.







#### LAYSTATION



\$49.95 Available

Action/ adventure 9 levels 1 player



By Atomic Dawa







PROTIP: Since unarmed combat ables you to kick, in some situations it's more effective than short-range weapons like the dagger.

ime Commando is a good adventure game that sometimes takes too much time to get to the action. As Stanlev the Time Commando, vou must defeat a virus that threatens to destroy reality from inside a virtual combat supercomputer. You journey through eight historical environments, such as feudal lapan, me-

dieval Europe, and

America's Wild West, where virtual foes from

each period am-

the intelligently configured controls enable you to

launch creative attacks You can

During battles,

bush you.

find five weapons in each era. and you can effortlessly fire off combinations, block attacks, and switch weapons.

Commando's polygon-rendered character graphics are sharp and the backgrounds are a knockout, but the animation is sometimes glaringly stiff.

Time Commando's main shortcoming is sluggish overall game speed. Fighting moves are fluid and smooth. but basic moves like jogging or simple turning are slow. The overall effect is to make



A powerful computer virus threatens to unravel reality. You must travel through eight historical eras to stop it.

PROTIP: Search suspicious areas immediately. The auto-scrolling screen won't give you a second chance.



#### Graphics

The lush cinematics and 3.5 smooth fighting movements are cool, but the overall visual impact is diminished by pokey, lame-looking basic moves.



#### Sound

Succinct effects and unobtrusive background music meld nicely with the action



#### Control

Crisp controls make 4.0 possible a creative mix of combat moves. You can actually develop a style on both offense and defense.



#### Fun Factor

Time Commando is a 3.5 solid adventure game with a simple yet effective combat system, but it may be too slow for some tastes.



Defense is a key part of your com-

bat strategy. You can dodge side to side, step back, and block.



PROTIP: You must use multiple-button-press combination attacks. Your foes can easily defend themselves against single-move attacks.

the game feel slow between fights.

Patient players who don't mind going slow at times will find a good adventure here. Given time. Commando could grow on you.

PROTIP: Jump aside by pressing L2 or R2, and your foe is momentarily open to attack.



PROTIP: Some power-ups and weapons are hidden, so search behind background objects like bushes and rocks.



PROTIP: Your forward jumps take time to execute. Get the timing down because you need to jump past critical obstacles.

### Proof That Demons Do Exist

In the near future, mankind has conquered dimensional travel but the door we have opened swings both ways. The peaceful city you have grown up in has become a haven for dark creatures from another world— Demons! Now it's up to you and your friends to harness the hidden power within you by entering the fantasy game known as Persona.

You awaken with incredible abilities that you will need to defeat the scores of Demon invaders and cleanse the land of their forces. Converse with them before doing battle to determine your best course of action. Fight them or culist their aid in your mission. Either way, you are set for the fantasy adventure of a lifetime!

#### Special Features

- Based on the ultra-popular, mega-hit, Megami Tensei series: first time to hit US shores
- 100+ hours of pulse pounding gameplay
- Over 300 different monsters to do battle with
- Morph any member of your party into a more powerful source known as "Persona"
- Fight your way to one of many endings









REVELATIONS









Price not

available

Available

November

Steel Harbinger (By Mindscape) **By Major Mike** 







PROTIP: Water can be the deadliest enemy—fall into it and your life bar is emptied in seconds. Be especially careful when jumping between islands.

hile far from perfect. Steel Harbinger has some notable qualities which almost make it a top offering in this genre.

1 player

3/4-overhead

You play as a scantily clad half-human, half-alien who is the only hope for a besieged Farth. The game is a \( \frac{3}{2} \)-overhead shooter with the usual elements: weapons, enemies, and mission objectives. For variety, there are also different vehicles (like a hovercraft and tank) you can step into and control.

One of the best things about Harbinger is the huge size of the levels. Set in the rubble of various cities, they can be explored for hours. The enemies range from visually stunning (giant worms) to ridiculous (dogs that shoot laser beams from their heads).

Gameplay is intense, but slowdown frequently creeps in when things get hectic. And the game can be annovingly difficult: Sometimes you are swarmed by enemies and quickly blasted into oblivion. Laughable full-motion-video sequences serve only to interrupt the action.

Harbinger has some great things going for it, but the distracting videos and gameplay flaws drag it down. It's definitely worth a look, but there are stronger offerings out there.



way to keep track of where you have been is to blast the trees.



sequences add to the action.



tipede, can be used to your advantage. If one follows you, it destroys anything in its path-including enemy aliens!



PROTIP: In the Las Vegas stage, kill the alien-producing worms quickly: Anything they produce immediately attacks.



PROTIP: Avoid firing shots into the distance and following them for cover; you could accidentally hit one of the human survivors.

#### Graphics

The graphics look a little chunky, but the FMV sequences are very clean. The explosions and carnage are on the tame side, though



#### Sound The music is mondy and

3.5 foreboding, a perfect accompaniment to the bombedout cities: but the sound effects are weak, with tinny laser blasts and mild explosions.



Fun Factor The enormous levels are fun to explore and at times require you to puzzle your way out.

#### Control

Your character is easy enough to master, but jumps are imprecise—especially in areas with small footholds.

destroy the cannon towers by standing directly underneath them, then jumping up and firing. This is easier, and safer, than facing them head-on.



lamscape is a rowdy, turbocharged shooting game aimed at hard rockers. After needles are plunged dramatically into your eyes in the intro, you move into bleak arenas where you fly a wicked hovercraft and fight for your life. Slamscape's not as stunning as Wipeout XL but it has more humor, thanks to imaginative enemies (including big teddy bears that you can't wait to destroy) and an aggressive take-no-prisoners attitude. You've got a solid night of road-rashin', enemythrashin' fun ahead of you. 6



Your Slamjet moves 3.5 quickly but is pretty touchy to control. It takes a lot of practice to be able to shoot accurately while moving.



PROTIP: Enemies aren't vulnera-ble from all sides; circle around them until you find a weak spot. Slamscane (By Viacom New Media) By Coach Kyle



\$54.99 Vehicle shooter Available now

1 player 4 regions Behind-the-Passwords

Sound

4.5 soundtrack propels the action, and the detailed sound

effects warn you of changes in the game.

A great thrash-rock

Fun Factor

4.0 by the high difficulty. It'll

be awhile before you slam out of

this 'scape, but the effort will be

The fast fun is held back







2 players 6 games



Namco Museum Vol. 2

By Doctor Devon

\$49.95 Available no Arcade

LAYSTATION





PROTIP: In Xevious, fight the temptation to drop to the botton of the screen; there's more mavering room in the middle.

If you want to explore video game history, take a tour of this museum. Namco Museum offers the video scholar exhibits, a lounge, and a game room featuring six classic games—Xevious. Mappy, Super Pac-Man, DragonBuster, Grobda, and Gaplus-all with their original graphics and sounds. Super Pac-Man's weak control makes it the biggest disappointment, while DragonBuster's action/adventure swordplay and Grobda's rapid-fire tank shooting hold up the best. These games are far from cutting-edge, but those who enjoy simple, classic gameplay will be entertained.

### Graphics

worth it.

Polygons are used to cre-3.5 ate nimble adversaries and big landscape features. The explosions are good, the vehicles all move quickly, and the music videos are eye-catching.

Fun Factor

These six games are sim-3.5 ple and old-fashioned, but they hold up, especially for two players. The technology is basic, but the gamenlay is timeless.



#### Control

As the arcade operator. 3.5 you get to adjust all the settings for the games. Most games are only one-button affairs, but that's all they really need.



#### Sound

The faithful reproduction 3.0 of familiar music and sound effects will make you smile at first, but you'll probably eventually get annoved by their simplicity (especially Grobda's scratchy voice).



#### Graphics

The new "tour" footage 3.0 is pretty basic stuff. In the games, sprites and gunshots are often so small they get lost.



PROTIP: Against the Dragon-Buster bosses, slash all the enemies they send at you, retreat from their fire, and jump in to hack their throats between enemies.

## SLOMSCOPE



moving Shreddy Bears by laying minetraps bears into them



fire your shockaball to take down the an-

PROTIP: In Grobda, imme get out of the way and run for cover, because all the other tanks quickly target you.



THE PINBALL

GAME SO REAL

THIS IS

THE ONLY THING

YOU'LL MISS



"THE ULTIMATE, MOST REALISTIC COMPUTER PINBALL GAME I'VE EVER PLAYED."

Rick Stetta Five Time World Pinball Champion



With a flick of your finger, you slam the silver orb north, where it explodes in a storm of lights and awesome sound

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R acing fans, be warned: Impact Racing is not a driving sim—it's the release of pure aggression on asphalt.

Choose from five superpowered cars and take to the road for fast-paced searchand-destroy action. Each level gives you a time limit and a quota of cars to destroy. Succeed, and you advance and acquire more powerful weaponry. Two views, radar, and a variety of options make this game accessible to all gamers. The scenario is simple, but the gameplay isn't. Watch for it if you're on the road!

## MPACT



PROTIP: Lay mines all the way across the track to guarantee that all the cars behind you will hit them.



By Dr. Zombie

\$49.99 Available now 1 player Driving/action 12 stages Multiple views





Graphics

slick scrolling backgrounds for intense racing excitement. Clear, sharp graphics and effects such as billowing smoke and explosions add to the appeal.

Control
The controls are easy to learn, extremely responsive to the onscreen action, and may also be customized to fit individual preferences.

Impact Racing offers smooth animation and

A hip, unobtrusive technohouse music soundtrack (à la Wipeout) gives Impact Racing a

cool, modern feel, Great tunes for

Fun Factor

weapons, and nonston

action make this cavalcade of car-

nage easy to pick up and fun to

play. A variety of tracks would've

boosted the Fun Factor even higher.

Sharp graphics, awesome

motoring mayhem.





Street Racer
(By Ubi Soft)

By Gideon



Driving combat 24 tracks















PROTIP: Use the Micro View durng the first few laps on a new rack to learn its nuances.

Super Mario Kart fans should check out Ubi Soft's Street Racer, the closest thing to a next-gen version of SMK until that game hits the N64 next year. Mixing sharp cartoon graphics and gameplay with smash-em-up, slapstick racing, Street Racer offers options such as 8 cars, 4 types of driving games, 24 tracks, and a capacity for 8 simultaneous players. Unfortunately, the tracks are too short and the action too cluttered to get any momentum going. The split-screen action is especially frustrating to follow. Take this Racer for a test spin before you buy.



PROTIP: Sometimes it's more effective to shoot oncoming mines instead of swerving to avoid them.



PROTIP: Accuracy is more important than speed in the bonus stages. Slow down so you don't speed past targeted cars. Graphics Shann TV control

Sharp, TV cartoon-like graphics, smooth animation, and colorful, detailed backgrounds are a plus; however, the 3D rotations are too frenetic and detract from satisfying gameplay.

Control

Tight, responsive controls help you battle the onscreen chaos. Lag time between your thumbs and the screen is hardly noticeable.

Sound

come monotonous.

A solid soundtrack is held back by rather plain sound effects during gameplay. The grinding engine sounds quickly be-

Fun Factor



thing that will appeal to them.



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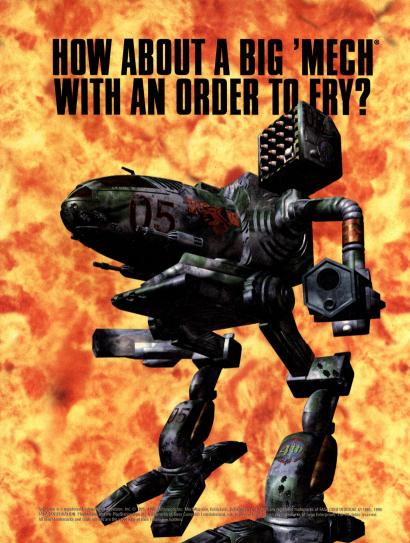














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PROREV



**Fighting Vipers** (By Sega) By Scary Larry



Fighting Price not available Available November

2 players Multiple





Fun Factor

Aside from Virtua 4.5 Fighter 2, this is probably one of the best fighters for

the Saturn. It's not too deep, but

it is fun. Call it Virtua Fighter

Lite, call it Tekken 1.5, call it

whatever you want, but don't

miss it this Christmas.







Control You use three buttons

and not much else. Novice players can pick up a controller and play right away. while seasoned Viper vets may find the absence of the joystick unsettling at first.



Ithough this arcade game didn't make the splash Virtua Fighter 2 did, it's still one of the better fighting games of the season. Fast and furious (most of the time), Fighting Vipers has just what a beginning brawler needs—easy-to-learn moves, guick, shallow combos, and interesting characters.

You choose from eight fighters, who range from a plucky skateboarder to a quitar-swinging martial artist, all with spectacular and lightning-fast special moves. You fight wearing protective top

and bottom armor, which you can lose during a fight. The action takes place within an enclosed ring, though you can blast characters through the ring's barriers with a final explosive move. This leads to

#### Graphics

Although the graphics 4.0 are mostly smooth, the players are rough around the edges. Cool lighting effects make up for the occasional slowdown.

#### Sound

The music's not bad, 4.0 but it doesn't break any new ground either. The sound effects are infantile, especially Candy's squeals.

#### Raxel

PROTIP: Raxel is fast and powerful. He uses his guitar to add extra damage to his hits. His sweep is always sur-prising (tap ↓ G K).



PROTIP: Bahn plays a lot like Akira from Virtua Fighter, using body checks and elbows. He also has a wicked uppercut.



Grace



PROTIP: Grace is fast but not very powerf Fast Punch (tap P



PROTIP: Jane's a tough vet. Be careful of us-ing her Tornado Punch; opponents can see it opponents can see it coming from a mile away.

Jane



some of the game's finer moments, as opponents go flying through brick, steel, and glass in a shower of destruction.

Graphically, the game is a pretty solid port, although the action is occasionally marred by severe slowdown. Otherwise, the characters move fluidly and the moves are performed easily. The backgrounds, although exciting when destroyed, are fairly bland when they're intact.

The sound is a mix of techno and disco. It's familiar stuff and doesn't get too obtrusive. except when you hear the old woman shout "I've fallen and I can't get up!"

Sanman

Controlwise, the game plays fairly easily. There's a great training mode, which gives you a full move list and allows you to practice against various configurations of your opponent's stance (walking, running, crouching), However, a few moves are intricate, button-and-pad-movement monsters that are too hard to get off against a skilled player.

Fighting Vipers is one of our favorites because it's fast. sexy, and easy. Skilled veterans of Tekken 2 may want something with a little more depth, but this one is still worth a closer look. G

PROTIP: Candy's upper-cut is one of her best moves. She can also throw opponents in midair. Uppercut, then immediately press 7 to jump toward your opponent. When in close, tap (← G P K).



Picky



PROTIP: Sanman has a giant swing à la Wolf Hawkfield from VF2. Simply motion ← ∠ ↓ Simply motion ← ∠ ↓ ↓ → and tap Punch. He can also do this to opponents lying on the ground (he must be near their feet).

Tokio



PROTIP: Picky is a good close-range fighter. He also has a cool neck-twisting move. Jump toward your opponent and press (\$\d-\) and \$G P K).

PROTIP: Tokio has some lightning-fast combos. Start with a kick, then quickly follow with four punches, ending with a low kick or backwards somersault



PROTIP: A brutal fighter, Mahler has a completely devastat-ing combo. Pin oppots near the wal and follow up with punches and kicks



ATHRN

PROREV



Mech shooter

12620 75

**Krazy Ivan** (By Psygnosis) By Comrade Larry

Price not First-person personective Available now







PROTIP: Keep the gunsight down between missions, and blow up the land mines left by the tanks. When you zero in on one, sweep your fire left to right and take them all out.



PROTIP: The trick to staying alive is constant movement. If you're swaying right and left, your enemy will miss you even at point-blank range.



PROTIP: Listen to your comrade's advice in the FMV sequences. They'll tip you off to the boss's weak spots.

ased on last year's Sony PlayStation title, Krazy Ivan for the Saturn is an almost-perfect direct port. This mech shooter is an explosively fun game, but it's hobbled by control problems.

Ivan's gameplay is fast and arcade-like: You get a series of mission objectives (most involve finding other mechs and blasting the scrap out of them). but you're limited in the types of weapons you can use (a



and war-mongering-kind of like the old Soviet Union, Ivan is ghtly more Krazy than it is klutzy, and you get to blow lots of stuff up...and that's certainly appealing to most gamers.

Graphics Dark, and with plenty 3.5 of breakup, the graphics are not this game's strong point. Also, the enemies tend to

dissolve into the backgrounds.



3.0 problematic, especially when the tanks come rolling toward you. It's also a pain in the buttski to move the gunsight, which leaves you wide open to enemy gunfire.

PROTIP: Be careful of the icons you pick up. Some screw up your directional pad, and oth-ers call in devastating air strikes—against you.



PROTIP: Although you can progress in any order, take out the areas with smaller mission objectives (like Rivadh) first.



PROTIP: Always use your missiles against the mech-bosses first. They're easily replenished between rounds.

machine gun and two types of rockets). In between mechs, you also find a number of tanks and hover-ships you can destroy for power-ups.

The game is filled with huge explosions, ominous enemies, and exciting shoot-emdown action: unfortunately. the klutzy controls (most notably the hard-to-move gunsight) would make Lenin cry. Other flaws include the nondescript backgrounds and a frustrating inability to fly while most of your enemies take to the air with ease.

Although not as sophisticated or serious as Gun Griffon, Krazy Ivan still gives up a good weekend of rental amusement. This Ivan is more bearable than terrible.



Sound

4.0 sions and ear-splitting

gunfire enhance the Krazy game-

play. The music, however, is

strictly for Soviet bloc-heads.

Speaker-rocking explo-

PROTIP: When upgrading weapons, ditch the Scythic Beam and pick up the Vontch Bombs. The Scythic Beam is useless in the later levels.

# BAMEPRO

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### You race on unique.

#### Graphics

4.0 smooth-scrolling tracks with burning cars and power-ups sprawled along the roadside. The outer space backgrounds are so interesting to look at that they might distract you from your mission.



#### Fun Factor

Despite the control flaws. 4.0 this game is still too easy. Nonetheless, Impact Racing is definitely a top-notch rental when you want to blow off steam and blow



#### Sound

Rave-like techno music gets your blood pumping. but the explosions and gunfire should've been more amplified.

Impact Racing (Ry Acclaim)

By Johnny Ballgame

1 player

12 tracks **Multiple views** 









ATURN

Highway 2000 (By Natsume)



PROTIP: If you come out of a turn and you're still sliding, release the gas button until vou regain control.





PROTIP: The map at the top of the screen shows only the first driver's position. Don't let his lead overwhelm you; concentrate on passing one car at a time.

## Control

You use lots of buttons. which isn't always good. Fach weapon has a different button, and the pad layout makes it difficult to maintain ton speed and simultaneously keep your finger on the weapons triggers.

f you've ever played a racing sim and wished you could blow your opponent up rather than merely passing him, then Impact Racing is your dream come true. Driving one of five highpowered cars, armed



PROTIP: If you run out of time but you're close to the checkpoint, wait for a car to come from behind, move into its path, and hope it bumps you across the line.

mines at the start, you maliciously speed your way through 12 tracks of mayhem. Along the road to victory you'll find bonus tracks where vou can upgrade vour arsenal with concussion missiles, fireballs. heatseekers, and smart bombs. G

only with lasers and



PROTIP: When you pass smoking cars, drop mines to finish them off.

#### Graphics Highways have never

2.5 been known for great scenery, just a lot of concrete, and that's pretty much all you'll witness as you speed through these uninspired courses.



#### Sound

The annoying pop-Muzak 2.0 playing in the background, and the incessant screeching of your tires, will drive you nuts.



#### Control

The four-wheel power slides are both out of control and over the top. If you tap the brake even a little while going around a turn, you'll regret it for the next mile.



#### Fun Factor

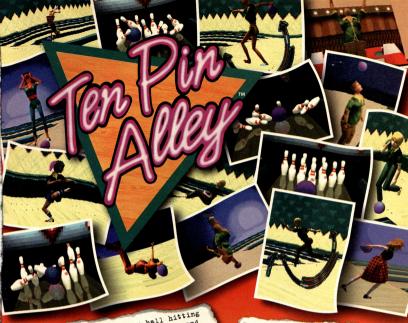
Highway 2000 is the 2.0 worst-performing racing game in recent memory. Saturn fans of the genre should stick to Daytona for driving fun

ighway 2000 is a lame racing game with options that run out of gas at the starting line. You have only three cars to choose from, and only five mediocre courses on which to race. One of the big gest problems is the lack of control: Whenever you take a turn, you power slide for a ridiculously long time. Another problem is the weak challenge: Even though your opponents start almost half a lap ahead of you, you'll easily pass them all and take first place. This Highway should be closed for repairs. G



PROTIP: Use the camera angle farthest from the car to get the best view of the road ahead.

PROTIP: If you fail to get a new weapon in the bonus round, go back to your saved game and start the level over rather than moving on without it.



The precise physics of your ball hitting the pins is so technically advanced and the pins is so technically advanced over graphically dazzling, you'll be bowled over graphically dazzling, you'll be bowled over graphically

Lots of colorful characters, male and female, righty and lefty, each with their own unique styles.

Choose lane and alley designs; retro
Man1 Bowl, contemporary ren Pin 11et
or kill the lights at crazy late
night Conga Bowl.

## NO COMUNG STORES REQUIRED A A A













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## VFKids

#### By Scary Larry

Here's a good idea that really didn't need a separate game. Deformed) treatment-big heads. This kiddie-fying of Virtua Fighter 2 looks funny and



PROTIP: Don't rely on long-range moves, like Lion's Sweep, Engage in close-range hand-tohand combat.

plays well, but it should have been a code in the original VF2.

The graphics are sharp but small. Clean movement and speedy gameplay enhance the fun, but the stunted characters make some moves fall short

This clean, safe, gimmicky ver-



tion of "The Fighter's Edge" for



## ROBO PIT

#### By Scary Larry

Robo Pit's a great game that consumers are bound to overlooked this holiday. Robo Pit lets you build a robot fighter with such accoutrements as shotguns, maces, and lances, You then have your warrior fight the computer or another player

The game's big problem may be its adolescent interface. The





PROTIP: Use the environ to your advantage. Hide behind obstacles, and stop opponents

robots are too cute, and that's the last thing you need when shotgunning an opponent. The sounds are also very young. However, the two-player mode is undeniably fun and fast, the graphics are clean, and the game grows on you. As you get better, your weapons become

deadlier, and the game picks up. Robo Pit could be a contender. Robo Pit by T+HQ

#### **By Scary Larry**

Here's another member of the Tetris family (adding to a list including Tetris Attack and the soon-to-be-released Tetris Sphere) but this one is pretty bland and unexciting. It doesn't



PROTIP: in the two-player mode get to the bottom quickly. If you can't make it, strand your explorer in a valley of blo

add any interesting new elements, nor does it greatly expand upon the original game. You simply play Tetris while trying to keep a small, cartoony explorer from being ground to death by overhead spikes. As you build levels, the explorer climbs higher. It won't be long, though, before you simply don't care anymore. The uninspired graphics are



PROTIP: Clear the bottom level to win. Don't stack the blocks

along without great explosions or even a sense of doom.

This is a poor addition to the Tetris library, making Tetris Plus a minus in many ways.



### Battle Monsters

#### By Scary Larry

This fighting game doesn't even deserve coverage-but someone has to tell you how bad this piece of garbage is. Battle Monsters is worse than Rise of the Robots, another Acclaim Hall of Shame member. You'll want to get into a real fight rather than play this sluggish fighter.

The cheesy graphics are one-dimensional-you'll see better artwork on subway walls. The sounds are comical—one fighter makes noises that sound like the result of too much chili. Special moves are anything but. and juggles are erratic.

This game has nothing to commend it-don't even rent it. Let this review stand as a warning: Battle Monsters is really scary, in a very bad way



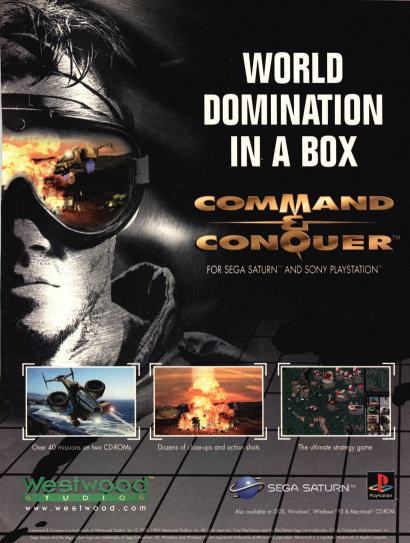
PROTIP: Keep the battle in the middle of the screen. The foreground interferes greatly with the fighting.



PROTIP: Try fireball and dragon punch moves, along with random button tans.

**Battle Monsters by Acclaim** 





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MORE SMUT,





AND MORE NUTS.













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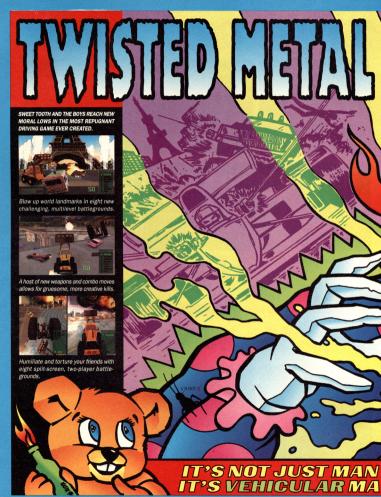


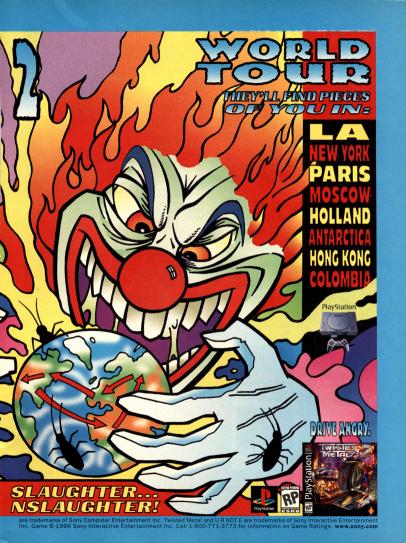




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## THE 16-BIT GAMER'S SURVIVAL GUIDE

Donkey Kong Country 3: Dixie Kong's Double Super NES Trouble By Captain Cameron







Looks like the long wait for another great SNES game was worth it. DKC3 is about to check in with 32 megs of beautiful graphics, fun-iffamiliar gameplay, and a host of inventive characters.

WONKER BATINET

#### KOOKY WHARACTER!





















#### **Boss Alert!**



Belcha, barrel boss of



Not only is the music entertaining, but it continually changes to match specific characters. For instance, when Wrinkly plays the N64, you can identify her game by the music. The rich sound

effects provide dense lavers of sonic sensations.

Developed by Rare Ltd. **Published by Nintendo Available November 80% COMPLETE** 



## Arich, spider boss of

the second world



side-scroll through huge worlds.

each of which has five zones, a store for new items, a Swanky's Sideshow bonus game, a save cave, and a boss. The one- or two-player hop-n-bop gameplay is tons o' familiar fun: As Dixie and Kiddy (a portly infant who can bust through floors) try to rescue Donkey and Diddy from Kaos, they encounter a new baby elephant, which they can ride like Rambi the rhino from the earlier games. The elephant squirts water from his trunk, and he sucks barrels toward himself for use as weapons.

#### CORCEOU/ CRAPHIC/



The graphics are just as stunning as you'd expect. Rare Ltd. has outdone itself with vivid colors, beautiful backgrounds suitable for framing (check out the underwater scenery shown here in Bazza's Blockade), mobile characters, and humorous details (watch the baby elephant when he sees a rat in Murky Mill). The maps are gorgeous, and the dialogue scenes are worth studying (Wrinkly Kong plays an N64 in one background).

#### THE 16-BIT GAMER'S SURVIVAL GUIDE: PROREVIEWS

Genesis

ProReview



**Ultimate Mortal** Kombat 3 (By Williams) **By Bruised Lee** 

Price not available 32 meas Available now

Fighting 2 players Side view







When performing Brutalities, your fighter delivers several moves at lightning speed with explosive results.

Itimate Mortal Kombat 3 adds new moves and fighters to the MK3 lineup, but it's pretty much the same MK fighting you've seen before. The Kombatants are familiar. With the

exception of Sheeva, the entire MK3 bunch is back. The UMK3 cast includes Scorpion, lade, Kitana, Reptile, classic Sub-Zero, Ermac, and Mileena. In addition, Rain and Noob Saibot are selectable, with one slot left for a hidden fighter.

The UMK3 lineup offers plenty of moves and combos, but most of the returning MK3 fighters' moves are un-

changed. Even the combo system remains the same. With nothing new to learn. MK pros will soon find the moves tiresome.

New features that add freshness to UMK3 are the tournament mode, additional Vs. codes, and Brutality finishing moves where you beat your opponents senseless until they explode. Mortal Kombat fans looking for a guick fix should enjoy UMK3, and players new to MK will find this game a treat. If you're looking for a new fighting game experience, however, you'll have to wait for MK4.



4.0 troller is the only way to go. With a little practice and timing, you can easily jugglecombo your way to victory.



#### Graphics UMK3's sharp colors

4.0 are good for a 16-bit game. The characters are cleanlooking, and smooth animations help support their movement.



#### Fun Factor

The added tournament 3.5 mode makes for fun if you're playing with friends. Unfortunately, the new fighters don't rejuvenate the overworked combo system.



#### Sound

Sore throats could ex-2.5 plain why every Kombatant's voice sounds scratchy. but trying to pass off the clanky sounds as music is a little harder to swallow



The 23 fighters and one hidden character add up to the biggest fighting game in Genesis history.

#### Hard-Hitting Two-Hit Jugale

Almost every character has a small two-hit juggle that inflicts a ton of damage. Here is Kano's



Jump in deep with a kick. While your enemy is still in the air...



motion  $\downarrow \searrow \rightarrow$  and High Punch for the Blade Swipe.

first pick Smoke. Hold Left as Player One or Right as Player Two, and hold High Punch, Run, High Kick, and Block until the match starts.

PROTIP: To play as Human Smoke.



score an extra hit on a combo by first jump-



### THE 16-BIT GAMER'S SURVIVAL GUIDE: PROREVIEW



Price not available 32 mens Available Action/adventure

Multiscrolling

Vectorman 2 (Ry Sena)

**By Scary Larry** 

or those faithful fans who have seen their Genesis go from trusty to dusty, get ready: Vectorman is back in town, and this ball of fun just got better!

#### **Vector Victorious!**

This sequel to the sleeper hit from last year is better than its predecessor in many respects. V2 has cleaner graphics, more sound and voice effects, and faster, smoother gameplay. Add to this spectacular and complex levels, and you have the makings of a Sega classic.



PROTIP: These tough tree bats are hard to kill, but they yield short-term shields.

Rendered, next-gen graphics (all the rage these days) are incorporated into this 16bit title. Minor touches, like better light-sourcing, help make V2 a treat for the eves.

It's not so much a treat for the thumbs, though. The game is tough, with steady shootin' throughout, However, its humor (like a lava level called Magma PI) makes the time pass quickly.

Vectorman 2 injects a little life into the slowly fading Genesis market. Don't move on to next-gen until you've given this last-gen title a shot.





PROTIP: To beat this boss in Level 17, walk below him and shoot up and at an angle. You'll avoid the shots he tosses at vou, and vou'll easily score direct hits on his weak snot (the mouth).



Graphics

Smooth rendering and 4.5 gorgeous backgrounds are offset by slowdown in some areas and a lack of detailed enemies. Also, you'll see variations on the same enemies over and over again.



#### Control

It's a two-button game: 5.0 you shoot and you jump (and jump higher by tapping the button twice).



#### Sound

The sound effects are 5.0 right on target, and now Vectorman speaks, with phrases like "Needed that" and "Yes!" interspersed throughout the game.



#### Fun Factor

It's simple, mindless 5.0 fun-just like the good old days. Vectorman 2 is the most addicting Genesis game this year ... and it may be one of the last, so enjoy!



....

PROTIP: In Tank You, aim the

PROTIP: In Shout and Twist, you must compensate for the air drag caused by the massive twister in the background. When jumping, always push forward.

PROTIP: Use your jump to destroy enemies. When they get caught in the blast from your boots, they're toast,



202150 q.un

PROTIP: In Fired, scorpions are good kills. You acquire their form and become invincible for awhile, which enables you to walk on the lava.

PROTIP: In A Night in the Swamp, the snails are tough, but if you shoot quickly you can destroy them without letting them get off a shot.



### THE 16-BIT GAMER'S SURVIVAL GUIDE: PROREVIEWS



Price not

available

32 mens

Available

November

Sonic 3D Riast (By Sega)

Genesis **By Art Angel** 

Action/

adventure 1 player Isometric







ProReview

ega's most celebrated character returns to breathe some life into the fading Genesis market. Cleverly designed levels and good 3D-rendered graphics make Sonic 3D Blast the best Genesis game in ages.

As everybody's favorite hedgehog, you jump, spin dash, and now blast your way through seven huge levels to rescue Flickies from their robotic prisons. Distributed throughout the mazelike levels. Flickies are the keys to completing each act. But beware of Dr. Robotnik and the many traps and obstacles you encounter.

Unfortunately, trying to find a way out of each level can be frustrating early on, Because you play with an angled-overhead view, timing jumps, spin dashes, and Blast Attacks to destroy enemies or to catch moving platforms requires practice. However, once you have the moves down, the game is easy to beat, which reduces its replay value.

Graphically superior to its predecessors, Sonic 3D Blast is a winner guaranteed to consume even the most experienced gamers...if only for a few days.



4.0 ally good once you learn to pinpoint your jumps. The new Blast Attack that enables Sonic to home in on enemies is awesome.



TIP: In Spring Gadget Zone, ead of using balloons to bypass deadly spikes, just con-tinue jumping. Those spikes won't be able to nail you.



PROTIP: Deposit Flickles in the Big Ring as soon as you find them.



Graphics

The game graphics are excellent. The large sprites and clean, crisp movements never glitch, even during



the most intense action. Sound

The effects are recy-4.0 cled from previous games. But the musical selection is eclectic, ranging from techno pop to contemporary jazz.



Fun Factor

The game has only a 4.5 decent replay value, but it does have some great graphics and big levels to run around in. Sonic fans will love it.



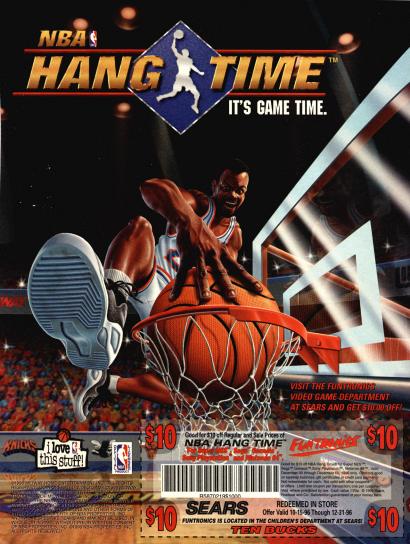
PROTIP: Once you're finished with a bonus round, all rings regenerate throughout the rest of the level. Backtrack and load up on rings so you can easily le up 1-ups, continues, and naos Emeralds.





in walls and spin da through them to get to secret areas with more rings, special items, and bonus rounds.

PROTIP: In any boss level, take the rings as you need them. If Dr. Robotnik hits you, the rings disperse and disappear fast.



#### THE 16-BIT GAMER'S SURVIVAL GUIDE: PROREVIEWS

Super NES ProReview

By Air Hendrix port of Philips' quirky but entertaining PC game, Gearheads comes to the SNES with decent gameplay and graphics. But the fun comes strictly from two-player action—the moronic

A.I. will bore single players to tears.

The premise is simple: You fill your toy box from a selection of 12 toys, then try to send 20 toys all the way across the screen before your opponent does. Each toy has different abilities-tough bulldozers, laser-zapping spacemen, teleporting magicians, and more—and the action revolves around being fast enough and clever enough to send out the right toy at the right time. Colorful, humorous graphics are matched with simple, effective controls, but the tinny sounds could've been better.

For two players. Gearheads can be a hoot. It won't revolutionize gaming, but it'll briefly addict puzzler fans.



PROTIP: Set up passing patterns with toys like Kangaruffian that let you boot your opponent's tovs into their side.



PROTIP: Select a mixture of slow but sturdy toys and fast but weak toys.



Super NES ProReview

#### **By Doctor Devon**

his classic gets updated with this new version for the SNES. You run around 36 mazes with options like twoplayer action and a Pac Booster move. It all adds up to familiar, if repetitive, fun for Pac-fans.

Williams did add something new: mildly frustrating controls. The SNES controller simply isn't as effective (or fun) as the original joystick, and you'll

wonder why your heroine sometimes turns right into the approaching ghosts even though you swear you turned the other way.

The sharp, rudimentary graphics are just as you remember, and the 1980s music gets old fast.

Despite its flaws, this triedand-true gameplay is almost foolproof. If you don't have Pac-Man 2: The New Adventures (Ms. Pac-Man was accessible via password), then pick up this piece of history.



PROTIP: In the two-player cooperative game, stay fairly close to your partner because you can bump each other out of harm's way



PROTIP: At the end of each game. go for extra points before you gobble up the last pellets.





he holidays always bring the 16-bit games out of the woodwork, and this year is no exception. Note that a couple of Disney Interactive games that looked like they'd never see the light of day will probably make it to store shelves this month.

Williams Arcade's Greatest Hits for the Genesis brings together faithful renditions of five arcade legends: Robotron 2084. Defender, Defender II. SiniStar, and Joust. Defender is one of the original horizontally scrolling shooters. The spare graphics remind vou how far games have come since the early '80s, but there should still be plenty of good gameplay here.

Watch for the review in a future issue.



This month's likely 16-bit releases: Incantation (SNES) by Titus

Maui Mallard (SNES) by Disney Interactive

Mr. Do (SNES) by T+HQ Oscar (SNES) by Titus Pinocchio (SNES)

by Disney Interactive Prince of Persia 2 (SNES)

Realm (SNES) by Titus Sonic 3D Blast (Genesis)

by Titus

by Sega

Street Fighter Alpha 2 (SNES) by Capcom

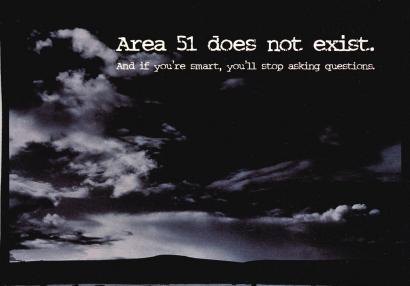


A reprise of the arcade puzzler. Mr. Do can do on the SNES with Original and Battle modes, We'll review Mr. Do next month.

Toy Story (SNES) by Disney Interactive

Vectorman 2 (Genesis) by Sega Whizz (SNES) by Titus

Williams Arcade's Greatest Hits (Genesis) by Williams





The #1 Arcade game shows you what your government won't.



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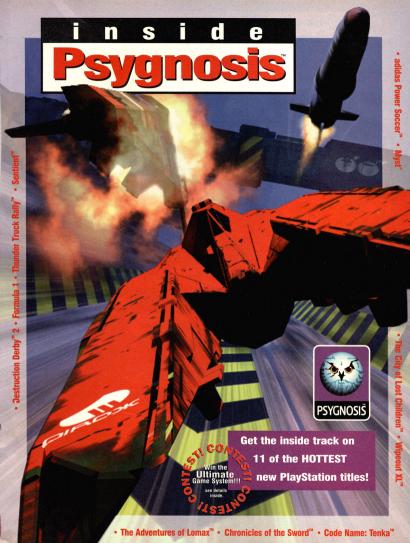






A Timeline production

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3 Visit www.psygnosis.com!

4 Destruction Derby® 2





6 Chronicles of the Sword™ & Myst°





8 Wipeout XL™



7 The Adventures of Lomax™

10 Thunder Truck Rally™



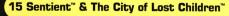
11 adidas Power Soccer™



12 Formula 1



14 Code Name: Tenka™





16 Contest!

The Bereion Intil the 1992 Open the and four Companion Desiration Intil the 1992 Open the and four Companion Desiration of Proposed Limited Troubles of the Sourch The Advances of Proposed Limited Troubles of Proposed Limited Companion Intelligence on a set of Limited Limi



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Head to the web and visit www.psygnosis.com for:



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- Info on current and classic Psygnosis releases.
- Technical info and how to get help with any Psygnosis game.
- Cool video clips and game demos.
- Everything you always wanted to know about Psygnosis, but were afraid to ask.







### Enter the Formula 1 Contest on the Web!!!



DD2 brings back the three R's of driving—racin', 'reckin', and road-hoggin'!

t's baaaaack—the game that taught you NOT to drive by the book has been updated. This action-packed sequel highlights the best of the original and throws in cool new twists and improved gameplay. More tracks, more competitors, and more hard-core, broken-door, windshield-shattering action than beforewhite-knuckle, red-hot,



#### Other Amenities

- 20 contenders
- 2 views
- 3 levels of play (Rookie, Amateur, Professional)
  - 7 tracks
- 4 Destruction **Derby Bowls**



#### Tech Talk Full gourad lighting on all cars

- 3D impact dynamics
- (spins, rolls, flips)
- 30 frames per second Controls via standard
  - joypad, NegCon,



or MadCatz steering wheel

#### Realistic Crashes

hem lives!



In DD2 cars lose wheels, flip over, and show more body damage—like hood, trunk, and fender dents.

#### Crash Effects



Cars catch on fire, sparks fly (literally). and seriously damaged cars explode in real-time.



Suspension

Four-wheel suspension on the cars makes driving more realistic—get hit and you're outta control when the game's crash mechanics take over the steering!

#### New Features! **Longer Tracks**



DD2's tracks are two miles long (compared to the 1/4 mile tracks of the original Destruction Derby).

### Tracks of My Fears







**SCA Ultimate Destruction SCA Motorplex Caprio County** Pine Hills Liberty City Black Sail Valley Chalk Canvon



#### Tours de Force

#### Wreckin' Racin' This is the race where you actually get points

for bustin' the crap out of other cars. Let your inhibitions (and transmission) run wild!

**Destruction Derby** Takes place in one of four bowls, and it's simple—damage as many cars as possible, and try not to get rammed!

#### Stock Car Racing More civilized racing-you only get points for finishing (but that doesn't mean you can't bang up an opponent or two).

Time Trial A race against time—and time is definitely



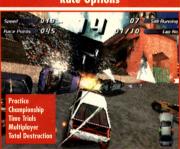


- New music with a heavy metal edge! • Official Indy 500 commentator Paul Page!
- · All effects taken from a DAT recorder placed





#### **Race Options**



#### Different Tracks



Collide on seven different tracks, along with four brand new bowls! And the wider tracks feature banked corners. hills, crossovers, and tunnels!

**Night Racing** 



Afraid of the dark? Now you have good reason to be. Things will definitely go bump in the night in this mode!

Chronicles of the Sword

Psygnosis, Swords, and Sorcery





Stunning graphics bring Camelot to life.





Inter ve into the fabled world of Arthur, the King of All Ages, As Sir Gawain, you must battle nefarious Morgana and save the kingdom. Along the way you get to hobnob with the likes of Guinevere, Lancelot, and Merlin, The magic of Camelot comes to life in this graphic adventure romp that boasts Arthurian knights, evil black magic, and hours of sword-clashing play.

Developed by Synthetic Dimensions in England, the game utilizes movie techniques to create detailed, realistic graphics. As you try to save Camelot, you'll explore over 60 different areas while you evade Morgana's traps and solve her wicked puzzles! Chronicles of the Sword awaits a new king!

## Enter the magical realm of Myst

magine...you are walking along a beach and find an old battered book. You pick it up, read it, and realize you have been transported into the world in the book, the world of Myst.

Myst, the best selling PC game of all time, is here for the PlayStation. Myst's classic graphic adventure action leads you through a series of different worlds where you must uncover clues and figure out a variety of mind-absorbing puzzles.

True to the Mac original, Myst for the PlayStation emphasizes the game's eerie, exotic locales, beautifully rendered in ultra-high resolution graphics, as well as a haunting soundtrack that will mesmerize

you. It's the blue book....no, the red book...no...you'll have to figure it out for yourself.



#### PLAY MYST-Y FOR ME

Over a hundred puzzles. **Breathtaking** rendered graphics. Hours of game play!



Myst's graphics are better than ever in this PlayStation version of the game.

world of Myst to life.



This game's haunting secrets will hold you spellbound.

Advertisement









he PlayStation has a new hero: Sir Lomax. He's been sent to rescue his brain-dead kindred from the beck and call of Evil Ed, a nasty fellow who's twisted minions are wreaking havoc and destruction on the planet! Featuring thumb-bustin' platform action, with awesome CD audio and cool 32-bit effects like transparency. The Adventures of Lomax is the premier PlayStation platformer!

As Lomax, you travel through some of the most lush, beautifully illustrated lands ever seen on the PlayStation. Multi-layered backgrounds and dynamic, cartoon-like sprites fill the screen, but Lomax is more than just a pretty face. The gameplay is a blend of platforms and puzzle challenges that boast an added twist—gameplay jumps from 2D into the backgrounds for a mind-bending 3D experience. The Adventures Of Lomax is a must have game for fans of classic platform action.

Lomax roams through spectacular landscapes.



Prepare to bust a few brain cells when the gameplay hops into the background.



Advertisement

Not just another sequel, Wipeout XL's a radically different game.

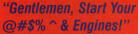
It's the year 2097, 45 years since the F3600 anti-gravity league was born in Wipeout.

Do you know where your best racers are? At the F5000 Anti-Gravity Tracks, trying to qualify for the greatest vehicle competition in the known universe in Wipeout XL.

Psygnosis asked a motley crew of Wipeout survivors what would make the game better. The result? Wipeout XL with enhancements and improvements that make the original just a warm up.

Not convinced? How about fasterpaced arcade-style action, checkpoints, damage meters, pit lanes, exploding ships, fifteen ships on the track at any one time, six new circuits (plus two hidden), eleven different weapons, seven racing modes (along with four new racing speeds), and new vehicles.

Ready to step up to the mike yet? If not, strap on your adult-sized diapers and take a seat in the stands. If you don't race, you're no damn good to this league!



#### Four Classes to Choose From

Vector Venom Reginger's Class

**Phantom** Rapier Hidden Class



#### **Tech Specs**

- 400,000 polygons per track for smoother detailing.
- · Supports: Standard joypad, MadCatz, and NeGcon Controllers.
- 30 frames per second for faster gameplay.
- Two Player





#### ne Rave Is On





WipeOut XL features music by hot electronic artists like the Chemical Brothers, Future

Sound of London, Underworld, and The Prodigy, For real fans, a soundtrack album (with bonus music tracks) is available through Astralwerks Records.



he Al's upped in XL, with smarter, more accurate collisions. and deadly special fx. Jammin' against the CPU's not your only option. You can race against your best friend in a two-player, head-to-



head competition. You know, your best bud, your amigo, the person you laughed with, you cried with...the person you're gonna send to the morgue in a Tupperware container.



## Lock and Load on the Highway to Hell



When this baby locks on an enemy craft, it drains the enemy vehicle's energy.

**Thunder Bomb** 

#### Other Loaded Weapons:

- Missile
- **Rockets**
- Mines
- Plasma Bolt
- Turbo
- Emergency E-Pak
- Shield
- Autopilot



The Thunder Bomb targets ALL visible craft.



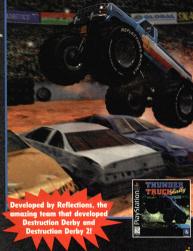




## Monstrous Motorized Mayhem

rom the makers of Destruction Derby come the V8 twin blown, fuel injected, monsters of car crushing carnage—Thunder Truck Rally, Phunder Truck Rally puts you behind the wheel of 10,000 lbs of angry iron in the form of a monster truck or, if maneuverability is your goal, an ATV dune buggy. Your sole purpose is to take your opponents in a grueling race. And it won't be a Sunday drive through the freakin' country either—the four day, 500 mile Endurance Rally showcases terrain as diverse as the weather in this game.

Yup, the mayhem in this game is fully rendered in 3D texture-mapped environments—right down to the changing weather patterns. You'll see mud and snow, deeply-pitted roads, sun-baked desert terrain, and nasty speed bumps that are murder on top-heavy monster trucks. And you've got 360 degree control of your vehicle as you maneuver through the endurance rally, or, for a change of pace, enter the arena for a little monster car crushing. Thunder Truck Rally has it all.







Test your mettle, and your metal, as you race for glory under a variety of track conditions.



Placing first matters...but doing a little damage wouldn't hurt either!



Find out who can handle their vehicle the best. Only hotdogs and daredevils need apply.



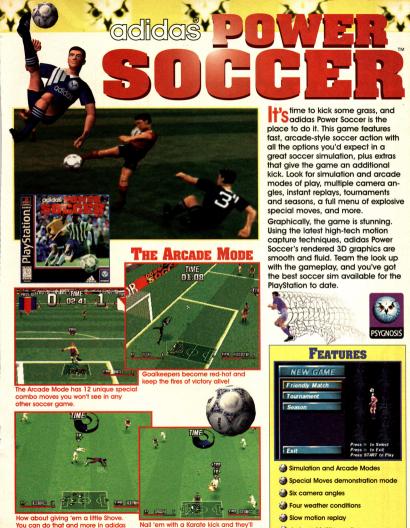
A spinning wheel gathers no moss, or something like that. Beat the clock!

#### Master Your Machine





ese trucks are mothers... They can take the highest mounins, and ford the swiftest streams... but only if you're up to e challenge of handling them.



never know what him them.

Power Soccer.

4 player Multitap option

# Kickin' Asphalt like No One Else! PEUGEOT

elcome to the 1996 world-class Formula 1 championship! This is by far the most realistic, hard-hitting. and heavily licensed racer you're going to see this year. Want proof? How about all 13 1995 teams, including top class units like Benetton, Ferrari, and Tyrrell, How about over 35 REAL drivers, including luminaries like Mansell and Alesi. How about all 17 circuits, from Brazil to Australia to France. How about Grand Prix and Arcade play modes. This game pours on the realism and lets YOU experience what it's like to sit in the driver's seat of the fastest cars in the world!

Like a little variety in your tracks? F1's 17 circuits are modeled from official surveyors track maps and include smaller 3.3 km, all the way up to the grueling 7 km tracks.





















See the best the circuit has to offer. F1's cars are based on real data taken from real races. And they handle like Formula 1 cars, so you'll have to learn to adjust the way you drive, Grandma.





Realistic features, full licenses, and beautiful tracks. and you still want more? You'll get more, like:



Realistic weather effects!

Selectable assisted dynamics—in other words, arcade-style racing!

Views from inside the car, outside the car, TV camera crew perspective. or from any other car!

Camera zooms! (as opposed to the standard camera pans of other mediocre racers)

Two-player link!

30 frames per second! Between 60,000 and 90,000 polygons per circuit!

Supports standard, MadCatz,



These drivers follow their own set of rules. Some are nice and may give vou a break during a race. Others wouldn't cross the street to spit on your shoes. The game's AI is finely tuned-the drivers you compete gainst perform very realistically.









Advertisement













ode Name: Tenka is probably the darkest, scariest 3D corridor shooter you've ever seen! Set in a supermoody futuristic city populated by genetic mutations. half-human robots and other nasty creeps: the game has heavy ballistics, brutal weaponry and bloody battles aplenty! Tenka also has real time 3D with full freedom of movement both horizontally and vertically, and it's fully light sourced.

What's more, this game's battalion of enemies are real. polygonal characters—not flat, 2D pushovers. Fortunately, you've got lasers, missiles, land mines and rapid-fire automatic weaponry to aid you as you patrol the gloomy corridors, sewers, air-ducts and passageways of this pulse-rattling frightener. Nothing can prepare you for the nightmare action agenda of Code Name: Tenka-PlayStation's finest 3D battling hour!

### Creeping with the Enemy



#### Robots

Nasty little metal-heads. Show them that metallics can combust

Genetic Mutations Born of chemicals and DNA, it's up to you to terminate their unnatural lives



#### Humanoids Half human, half something else. Shoot either half and vou'll feel better.



#### Features

- Dozens of enemies per level
- · Fully upgradable weapons
- · 30 complex levels to explore



#### Hardwired Hardware

#### Automatic Weapon



Take down enemies quickly. easily...and messily.

#### Laser



Sharp shooting in the future requires a steady hand...and a pinpoint laser.

#### Rocket Launcher



Make 'em call their mommies with some impressive firepower. They won't know what hit 'em.

#### Homing Missile



Fire and walk away. The guidance system on these missiles will do the rest.



entient takes RPG/adventure gaming to the limit with an improved artificial intelligence that makes the game different every time you play. When the game begins, you're stranded on a space station that's

falling into the sun and you've got to figure out how to keep this from happening. After that, a sun, a space station, a plaque, a photograph, a crash-landing, a case of mistaken identity, a resurrection, a haunting dream, a mask, and a race against time are all plot elements that shift and twist randomly—it's never the same game twice!

Once Sentient begins, you've got a full range of options as you explore a vast space ship, interact with nearly 60 characters, each with unique personalities, and explore over 200 different locations. Will you take the easy way out and save yourself, or choose the courageous route and save the entire ship? Only time will let.

Sentient features a 12 level spacecraft with a mindblowing 200 real time corridors and halls.



- Over 20 motion-captured 3D characters
   Real time animation
- Over 100 rendered backgrounds
- · Digitized sound
- Brilliant full voice acting

the stage for The City of Lost Children, a graphic adventure game set in a bleak post-industrial landscape. You play an orphan who must find and release children who have

been kidnapped by a mad scientist–Krank, a strange old man who kidnaps children and steals their dreams. In order to save the children, you must navigate through a dark city, filled with unique and sometimes bizarre characters.

The moody atmosphere and gritty environment serve as a perfect backdrop for The City of Lost Children, which includes over 100 views to explore with a 360 degree range of movement, and more than 20 real-time 30 characters animated from motion-capture video. The gampelay is jammed with intense puzzle-solving and intricate interaction with other characters. As you meet and talk with others the riddle of the Lost Children unravels. A stunning visual foray into a very strange world. The City of Lost Children vill enthrall you.

# Win the Ultimate Game System!!

Show Us What You Know About Psygnosis' New Games

Listen up! If you can answer all of the following questions correctly, and send them to us by February 1, 1997, we'll enter you in a contest drawing where you'll have the chance to win one of the following prizes:

#### Grand Prize: The Ultimate Game System

One (1) lucky grand prize winner scores the Ultimate Game System:

- A Sony 32 inch color TV
- A PlayStation Game Console
- A Library of Psygnosis games (including Destruction Derby 2, Wipeout XL, adidas Power Soccer, The Adventures of Lomax, Myst, Formula 1, and Chronicles of the Sword.

#### IIST PIZE

Two (2) lucky First Prize winners will walk away with:

- A PlayStation Game Console
   Two Cool Psygnosis Games:
- Two Cool Psygnosis Games:
   Destruction Derby 2 and Wipeout XI

#### Second Prize:

Ten (10) Second Prize winners will get:

 A Psygnosis CD Carrying Case

Remember.

A Formula 1 T-Shirt

### And the questions are...

- 1. How many speed classes does Wipeout XL have?
- 2. How many race tracks are there in Formula 1?
- 3. Other than Destruction Derby 2, which other Psygnosis games are developers Reflections working on?
- 4. You must outwit the evil Morgana in what Psygnosis adventure game?
- 5. What Psygnosis adaptation of a best-selling PC game is a puzzling adventure set on a mysterious island?

send your entries, postmarked by February 1, 1997: Ultimate Game System Contest, P.O. Box 5960, San Mateo, CA 94402

Official Rules Iltimate Game System Contest. P.O. 5960, San Mateo, CA, 94402, All official entries must include name full address, your age, and complete Awarding of Prizes: The following System, includes: One (1) Sony 32 game library; includes One (1) copy of Chronicles of the Sword (ERV: \$2600) Two (2): PlayStation Game Console. Destruction Derby 2, and Wineout XI. (ERV: \$320). Ten (10) Second Prize winners will receive: Ten (10): Psygnosis CD Carrying Case, and Formula 1 T-Shirt (ERV: \$25). All win ners will be determined on February 15, 1997. Grand Prize winner will be notified by phone and/or mail. Grand prize winner will be required to reply within 5 days following notification. In the event of noncompliance within this feited and a new grand prize winner will be selected. Winners entry and acceptance of prize constitutes perwithout further compensation. Winner state, and local taxes if necessary. A subsidiaries, affiliates, advertising are not eligible. Liabilities: This promoand awarding of prizes. All decisions of GamePro Media Group and Psygnos on all matters relating to this promotio use of this prize. Prize Restrictions Alternative prizes or cash will not be transferred, or exchanged. All prizes will be awarded by April 1, 1997. Eligible to residents of the contiguous Island. Unclaimed Prizes: If an individ ual winner does not claim their prize by April 1, 1997, the prize will be for feited back to the perspective supplie Prizes can not be claimed after the

sweepstakes has been completed.



e sure to pick up the next issue and join in the celebration of GAMEPRO's 100th issue!! Grab your chance to WIN awesome video game

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An In-Depth Look at Re-loaded! Rock 'em, sock 'em, and blast 'em to bits in this unbelievable action sequel to Loaded!

**ProStrategy Guide:** Star Gladiator



Scarv Does RE-LOADED Moscow

The newest Strike game is here, and Comrade Scary takes you for a spin!

PLUS: Tomb Raider, MK

Pandemonium, Mr. Bones,

It's New! It's Improved!

It's GamePro's 100th Issue!

Crusader: No Kidding!



The awesome PC game Crusader: No Remorse makes its way on to the PlayStation!

If you miss the January issue, you're off to a bad start for the year!

# **Live '97 Sits Alone Atop the Basketball World**



### NBA Live '97 By Johnny Ballgame

PlauStation

From the opening tip-off to the final buzzer, you won't find a more complete, dynamic, and in-your-face bas-

kethall game on the 32-bit market than Live '97. EA Sports takes hoops games to the next level and forces its biggest competitor, NBA Shootout, to take a seat on the bench.

### Running with the Bulls

Live features five-on-five basketball the way it ought to be played: frantic, fierce, and above the rim. Players spin and use cross-over dribbles to



PROTIP: Be aware of your players' reallife abilities to understand how to fully utilize all their strengths.

deke defenders. You can use turbo, shoot skyhooks, get on a hot streak, throw alleyoops, or viciously shove opponents to the ground on your way to the basket.

On the strategy side, the playbook's packed with more than 50 offensive plays and 5 defensive sets. You can double-team any player. intentionally foul, or even crash the boards for that allimportant rebound.

Exhibition, Season, and Playoff modes are available, along with four skill levels that will show how much game you really have. You can choose to play with Arcade rules, where pushing is prevalent and there's no out of bounds, or in Simulation mode, where you follow the strict letter of the referee's law. There's also a Custom option that enables you to play with as many or as few rules as you wish.

### The Heat Is On

The most dramatic improvement over Live '96 comes in the form of new eye-popping, rim-rocking graphics. Mitch Richmond and Tyus Edney

were motion-captured, and the resulting player movementsfrom layups to jump shots and even the way they fall-are the most lifelike and amazing in any basketball game to date. When you create a player, his name even shows up on the back of his jersey!

Superstar sounds slam home with the Grizzlies PA



Grandmama, with authority!

announcer Al Murdoch, who vells out not only the name of the scorer but also who gave him the assist Ernie Johnson of TNT lends his voice to help out on the stats, while the crowd's cheers will make you feel like you've stepped into an NBA arena.

### Sweet Mourning Glory If you've been looking for

fist-pumping players who rain down threes and reverse iams, look no further: Live '97 has arrived in time for the new basketball season. The only problem is that it's so good you may never want to watch a real game again.



PROTIP: When you have a streaky shooter like John Starks and he starts to light it up, keep feeding him the ball. He'll score points



Rentay value: Hint ESRB rating: Kids to Adults 2 nlavers

### NBA Live '97



the most difficult players to defe





PROTIP: Abdul-Rauf might not stand for the national anthem, but he's quick and will blow by defend ers if they're not careful.



# **NHL Faceoff '97 Ranks First in PlayStation Standings**



# NHL Faceoff '97

As the new hockey season gets underway, Sony's back PlauStation on the ice with an outstanding second edition of NHL Faceoff, Although this '97 version stumbles a bit with uninspiring graphics, you won't care once you get caught up in its superb gameplay and innovative features.

### Excellence in Passing

Right off the bench, Faceoff '97 dazzles the crowd with a new iconbased passing feature that enables you to pass to any teammate at any time (NFL GameDay fans will recognize it in a heartbeat). With an indepth strategy feature that lets you tune your forechecking, breakout



PROTIP: In fights, grab your opponent's shirt with one hand and pound away with the other.

speed, and more, Faceoff delves more deeply and realistically into hockey's strategic side than any previous hockey game.

Of course, Faceoff comes through with all the other standard features: the '97 NHL teams and players, the '96 All-Star teams, fighting, player creation, trades. and Exhibition Season

Playoff, and Practice modes. The extremely responsive controls load you up with one-timers, redirected shots, fake shots, drop passes, hip checks, and much more.

A tough, impressively intelligent A.I. and well-staggered difficulty levels put the polish on Faceoff's killer gameplay. Novices and pros alike will find fun, ferocious gameplay and a challenge that doesn't fade.

### Minor Penalty

Visually, the game looks very much like its predecessor. Some fresh nuances smooth out the action, including better color and new, cleaner animations on sharp turns and in the net. In these polygon days, though, Faceoff's pre-rendered graphics are outdated-but at least they don't get in the way of the game's topnotch action.

As for the sounds, one of the best stadium announcers ever calls the action with an accurate, lively, at-the-rink feel. The swish of blades cutting into the ice, the cheers of the crowd, and other solid effects

nicely round out the sound, though the "Go, baby, go!" chant gets old awful quick.

### Stanley Cup Favorite

When Faceoff is stacked up against NHL Powerplay, there's no contest-Faceoff takes the Cup hands down. Although we won't have a





Faceoff's new icon-based passing system simulates one of hockey's basics with unprecedented depth and realism.

review of EA's NHL '97 until next month (see the preview in this issue), early indications point to Faceoff reigning supreme in terms of gameplay with NHL winning the graphics battle. For serious hockey fans, it's all about gameplay, which makes Faceoff '97 well worth every hard-earned dollar it costs.

### Faceoff '97 Tips



PROTIP: Use icon passing to string together a rapid series of passes in front of the net that fakes out the goalie and leaves an open spot.



PROTIP: Use hooks and hip checks to shut down breakaways-in the long run, the goals you squelch make up for the time in the penalty box.



PROTIP: For better percentages with one-timers, redirect them off your stick (with the directional pad) so they fly toward the net at an angle, not in a straight line.



PROTIP: On breakaways, deke the goalie as you approach the crease, but don't commit to a shot angle until the last minute, which gives you the best read on his position.

# **NBA Live Continues To Bury the Competition**



# NBA Live '97

The best just keeps getting better. NBA Live '97 improves on this al-

ready classic series with new play options and cleaner graphics while maintaining the most insane, intense b-ball action this side of Madison Square Garden. From baseline to baseline, Live '97 is the best 16-bit basketball game yet.

### Van Excellent Ingenuity

Live '97's All-Pro list of features scores big with Season, Playoff, and Exhibition games; every NBA team; a create-a-player feature; trades; custom teams; and some new rookies, including teen-age sensation Kobe Bryant. Play-calling is on-the-fly, and you have 8 offensive sets—including the Box and Isolation—and 16 offensive quick plays, like the Pick & Roll and Backdoor. You also have 6 defensive play options, along with the ability to switch player match-ups, double-team, or intentionally foul.

It's the fantastic new options, though, that will have you floating in NBA heaven. You can now select players from your favorite teams to battle it out in two-on-two or three-on-three half-court games. Or pick your favorite superstar to compete in the three-point competition or in an old-fashioned shootout, where two players are both given a ball to see who can score more points in the allotted time.



PROTIP: During the shootout, you'll score more points with shots closer to the basket.



Price not available

16 meas

Basketball

2 players

NBA Live '97 by EA Spo

Replay value: High ESRB rating: Kids

### NBA Live '97 Tips



PROTIP: Don't give your opponent any open jumpers. Leap out at all his shots and try to block them.



PROTIP: Penetrate the lane with your point guard and either dish to an open man or take it to the hole on your own.



PROTIP: If the defense thinks you're going to dunk and bunches people in the lane, fake them out with a fadeaway.



PROTIP: Use the Pick & Roll to get your big man an easy layup.

Shaq at the free-throw line...better concentrate if you want to make it!

### Starks Raving Mad

Graphically, an abundance of player details includes open shooters waving their hands in the air to call for a pass

and smoother, more authentic jump shots than last year. Another new addition is a tiny box in the bottom corner of the screen that lets you see the score during gameplay—not just after every basket.

The crowd's roars and the sound of leather smacking the hardwood will make you feel like you're sitting courtside. There's plenty of PA music (maybe too much), and the announcer yells "Three!" when you sink one from beyond the arc.

### Love Shaq

NBA Live '97 is the quintessential basketball title on the Genesis and is worth every penny for both the seasoned veteran and the hoops rookie. You'll be called for a flagrant foul if you let it pass you by.

# SPORTS PROPE



# NFL Ouarterback Club '97

NFL Ouarterback Club '97 delivers this gridiron series PlauStation to the PlayStation with a solid effort in terms of features and gameplay. Shortcomings in the graphics and sound, however, keep QBC behind the current powerhouse of football, Madden '97,

### New and Improved

OBC improves upon its predecessors on other game systems with new features such as the ability to create your own roster from more than 1500 actual NFL players, 50 historic simulations, quarterback signature plays, the ability to Super Substitute by inserting any player into any position, and more than 40 camera views.

The graphics and game diagrams are also impressive, and trash-talk taunts by the defense are fun to hear. Stat fans will high-five the huge menu of customizable options and features.

### A Few Steps from Greatness

Although QBC enjoys a slicker graphical presentation on the PlayStation than on any other game system, the players don't scroll smoothly and the animation is choppy. Ballplayers congeal into a mush of pixels when they collide, which makes it difficult to follow the ball carrier. No matter how many great features are on tap, a game's enjoyment is limited if its graphics are distracting.









PROTIP: Ball and clock control are the keys to a successful offense. Save time-outs by playing close to the sidelines and running out of bounds.



PROTIP: The longer the pass play you call, the longer the quarterback must drop back and wait for the play to form downfield.

The presence of OBC's main competition, Madden '97, cannot be denied, and indeed Madden stands as the clear favorite in direct comparison. If you're into smart shopping, rent both and compare before you buy. If not, stick with Madden as the starter.



# VR Golf '97

VR Golf tees off on the PlayStation with a solid de-PlayStation but effort. Although PGA Tour '97 remains firmly at the top of the leaderboard, VR Golf '97 trails right behind it with respectable gameplay and standout graphics of the courses.

### Drive for Show

Like PGA, VR Golf offers two challenging 18-hole courses, but unlike PGA's, these courses and players aren't PGA-licensed. The fantasy players and courses work just fine, though, and VR shines with a huge list of modes that includes Stroke, Skins, Match, Fourball, and more. Other golfing standards like gimmes, mulligans, draw, and fade made the cut, but overall, PGA's feature set is more comprehensive.

The controls will instantly feel familiar to golf fans. A colored arrow enables you to pinpoint your aim, and a circular swing meter lets you peg your accuracy and power. But putting's too simplistic-just line up the arrow and tag the accuracy, and it plunks in every time.



4 nlavers

**ESRB** rating: Kids

Putt for Dough Graphically, the gorgeous course backgrounds shine with an unprecedented 3D look, and the vast camera angles enable you to scope out every detail.

But the smoothly moving players look far too elongated, which detracts from the realism.

As for sounds, Pat O'Brien calls the play-byplay with accurate and often amusing commentary, though he does repeat himself a bit. The sound effects do their duty throughout each hole.

For golf pros who have conquered PGA, VR Shot 2

PROTIP: Score an easy birdie on par-5 holes by overpowering your drive to get huge distance off the tee. Then use your 3 Wood to get on the green in two shots.

Golf stands tall as a strong backup. Despite its quirks, this game delivers solid golf action.

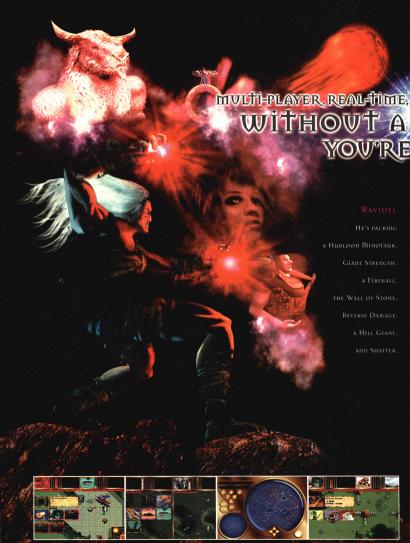




PROTIP: On tricky shots, slightly much better accuracy in return



putts is nailing the accuracy tick mark dead-on.



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MASTER PLAIII,
DUST.

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PLAYSTATION WINDOWS 95 SEGA SATURN





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# SPORTS PAGES



PlauStation As racing heats up on the Play-Station this fall. Formula 1 brings

Europe's favorite motor sport to life. Andretti Racing still places first for raucous multiplayer arcade action, but hardcore racing fans will love F1's impressively deep, adrenaline-soaked gameplay.

### Fun Formula

F1 delivers one of the most comprehensive feature lists ever seen in a console racing game.

Gamers choose from 35 drivers, 13 teams, and 17 tracks—all licensed by their real-life counterparts from the 1995 F1 season. The flag drops in either the easier, less-realistic Arcade mode or the exacting sim-style Grand Prix mode, but both offer Exhibition or Full-Season action. The lone shortcomings are the infuriating absence of an onscreen course map and the century-lone load times.

What makes this game so rich in detail, though, is the way it was the stage of the call elevels of racers. Of course, you can adjust your tire type, fuel load, downforce, and so on before each race or in the pit. Novices can also turn on all kinds of steering and braking aids to help them master the demanding F1 style. Pros can face pouring rain, 74-lap races, rigorous simstyle handling, and air stops.

Throughout, the excellent controls provide a superb reproduction of Flys high-speed, low-riding action. These races are all about setting up the perfect line through a turn in order to maintain maximum speed. If you have the skill to do it the controls provide the way.

# Price not available now Parket now Parket now available now availa

PROTIP: Bumping into opponents may temporarily put you ahead, but it almost always kills too much speed. Steer clear of other cars and develop smart steering skills to get by.

### Hot Rods

Visually, F1 places well with sharply detailed cars, a great sense of high speed, and a huge lineup of cool camera angles. The courses sport a solid 3D feel, though they're a little on the plain side. Even worse, the whole show's plagued with break-up problems.

F1's sounds will make your speakers shudder with roaring crowds, the shrill whine of engines, and squealing tires. Only the announcer falls short with commentary that's accurate but seriously annoying.

### Race Report

If multiplayer fendercrunching mayhem is what you demand from a racing game, line up your wheels on Andretti's starting line. But if one-player, in-depth, precision racing revs your engines, spend your cash to enter F1's high-octane race.



PROTIP: Drafting gives you a speed burst as you pass an opponent: Hug their wheels and only swing out when you have the acceleration to pass.



PROTIP: F1 racing is all about hitting turns on exactly the right line at exactly the right speed, so prepare by memorizing the course layout before you race.



PROTIP: If you're losing control on a turn, stopping costs less time than going off the track.



PROTIP: In Arcade mode, you can often get away with cutting corners to get a cheap jump on the pack.



the line on a turn, try releasing the gas before braking so you'll be less likely to skid out.

DELIGEOT



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# SPORTES PROFES



## Tecmo Super Bowl

By Dr. Zombie

Tecmo's long-run-PlauStation ning football series was a mainstay of 8-bit and 16-bit systems. Unfortunately, its first entry into the 32-bit arena. Tecmo Super Bowl, does nothing to capitalize on the new technology of the PlayStation.

An opening video montage and an average soundtrack suggest that this is a next-gen game, but

don't be fooled. The actual gameplay, graphics, and control look and play like a mediocre 16-bit football game at best. Awkward animation, poorly rendered characters, obscure play diagrams, a clumsy control in-



PROTIP: The upfield, behind-thequarterback view is more useful than the horizontal sideline view in surveying defensive formations.

terface, and lackluster sound effects all make Tecmo Super Bowl less than "super"-more like a Tampa Bay/ Jets matchup.

With marquee players such as Madden NFL, '97 and NCAA GameBreaker on the PlayStation field don't bother with this subrookie effort.





PROTIP: On kickoff returns, don't run too close behind the wedgegive it time to create openings for the ball carrier.



des



# By Major Mike

The yearly Super NES offering of an

NHL title for the fading 16-bit SNES is upon us. However, instead of supplying sharp new features as the Genesis version did

NHL '97 by T+HO



choppy and it's hard to gauge ex-

actly where the puck is going at times. Organ chimes along with

PROTIP: When you're in possession of the puck, get past opposing play-

ers with the Spin-o-Rama (tap the top Right button).

4

to last year's fine offering. It has

the same gameplay engine and options; the only real change is in the updated rosters. Using an overhead view,

this NHL '97 is almost identical

NHL'97 has exciting gameplay marred only by slightly loose conPROTIP: To fool opponents, make a break with the puck and head for the goal-opposing players will swarm you. Then, at the last instant, pass the puck to a teammate, who will have a better chance to score.

faint on-ice sounds and an intelligible announcer comprise the audio track. NHL '97 isn't a bad game, it

just isn't a new one. Fans expecting a dramatic upgrade will be sorely disappointed.



Available November

12 megs

# **NASCAR Racing**

Overhead view

ESRB rating: Kids

Replay value:

NASCAR Racing comes equipped PlauStation with a trunkload of features to create a realistic racing simulation. However, this game will appeal more to diehard racing aficionados than to the casual



PROTIP: Your tires are key. Constantly monitor tire temperature and pressure to gauge when you need a pit stop.

gamer cruising for speed and action. Sierra put a lot of horsepower into authentic touches

such as the abilities to race governed by real-life physics, to communicate with your pit crew, and to thoroughly finetune your car by setting everything from individual tire pressure to gear



PROTIP: Always try to pass

opponents and navigate turns on the inside of the track to avoid being jammed

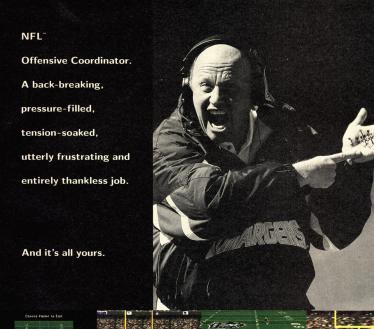
into the walls.



quate, but NASCAR doesn't surpass top racers like Andretti Racing. NASCAR fans will eat this game up, but casual drivers will be satisfied to just rent it for a couple laps.

ratios. The gameplay focuses on strategy and endurance as much as actual driving, for you must tackle at least 32 laps in each race. The graphics. animation, controls, and sound effects are ade-

\$54.95 Multiple views Replay value: Hig ESRB rating: Kids





















# PORTS PAGES



## NBA Live '97

SUDER NES Don't slam-dunk that SNES just yet, sports fans. You'll want to save it for the nonstop hoops action of NBA Live '97. As usual, EA delivers detailed graphics, sharp animation, authentic NBA teams and players, and a basketful of customizable options, making this the best SNES b-ball action ever.

### If It's in the Game

In Live '97, EA Sports has created an impressively comprehensive simulation with enough options and features to deliver a satisfying gaming experience for basketball diehards and novices alike. You control every aspect of the game, setting rules, custom-creating your own players and teams, and calling plays on the fly.

All 29 NBA teams and over 300 actual players and their stats are included. New features include entertaining two-ontwo and three-on-three practice modes, shootout competitions, and improved TV-style presentation of current game stats and player info.



PROTIP: Don't always rush the basket. Sometimes it's better to wait behind the three-point line to allow offensive formations to develop.

### Hit the Paint

The graphics are razor-sharp with plenty of individual player animation, and all players are featured prominently onscreen. Authentic touches such as home team logos at center court, animated sideline billboards. and Dennis Rodman's bleached-blond hair add to the realism (the shat-

tering backboards aren't realistic, but they're cool anyway), You'll appreciate the animated play diagrams

demonstrating each player's moves. The controls are tight, with zero

delay between your thumb and the screen. Sound effects are clear and consistent with what you would expect at a game. What more do you need to

know? Let's hit the paint!





dunk unless you have a clear path to the hoop.



PROTIP: Remember to keep the weight proportional to the height of your customized creations, or they won't be very effective.



### FIFA Soccer '97 Gold Edition

By Coach Kyle

FIFA Gold plays great, looks great,

and will blow you away-if you've never played a FIFA game before. If you have, it's much like the FIFAs you've always played, right down to the scratchy Genesis sounds.

The gameplay and controls are as awesome as ever. The most significant new feature of Gold is an indoor mode. In addition to playing with thousands of international players outdoors, you now can bang balls off the boards.

The other noticeable change is in the graphics. Although the FIFA players seem to be shrinking slightly over the years, they now



16 meas Available November 4 players (with adapter)

Replay value: High ESRB rating: Kids to Adults



PROTIP: Unless you've mastered the game, the CPU is better in the net.



PROTIP: If you have the ball near your goal with defenders on you, press Button C to clear it.

move more fluidly than ever.

FIFA newcomers-buy now. This game sets a new Gold standard. FIFA regulars-rent first to see if the changes warrant a purchase.



Super NES

## FIFA Soccer '97 Gold Edition

By Weekend Warrior

There's still action on the SNES! EA Sports has updated its popular soccer series with FIFA Gold.

Fans of earlier versions will recognize the same numerous options and attention to detail that made previous FIFAs bestsellers. New improvements include an indoor mode, enhanced graphics and new mu-

sic, plus over 3000 actual players from 12 international leagues.

FIFA Gold features a locker full of options and customizable features to make it accessible to gamers of all levels, whether they're soccer-heads or not. Current owners of FIFA '96 may find this version a little redundant and should rent before buying. However, rookies will score high with this purchase.





PROTIP: Always slide tackle in front of the ball carrier



PROTIP: Choose the 4-3-3 formation for the most balanced coverage,

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PLAYSTATION" SATURN" DOS CD-ROM

cd-rom **A**«laim



By Johnny Ballgame









Sony motion-captured the acrobatics of Oakland's Tim Brown, and says that this will enable them to offer the most fluid animation of any football game around, GameDay '97 will run at 30 frames per second, which is over 50 percent faster than last year's game. Player's numbers are visible on the backs of their jerseys, and if you get knocked out of bounds, you can cream coaches on the sideline.

### with an All-Pro lineup of new features, smoother gameplay, and innovative player moves.

### Moves



Authentic NFL action allows offensive players to make one-handed catches. dive over piles, spin, and juke. New this year is a passing meter that determines the speed of each throw and allows QBs to overthrow or underthrow the ball depending on the coverage. On defense gamers can use forearm shivers, swim moves, and both high and low dives to stop the ball carrier.





loped and published

70% COMPLETE











All 30 NFL teams are selectable, along with past greats and Pro Bowl squads. You have over 500 plays at your disposal, along with the ability to trade, draft, and create players. There is even the option to change the AI's IQ to anywhere from 80 to 160, depending upon how smart you want your computer opponent to be.



# SOCCER SO AUTHENTIC WE SHOULD PROBABLY CALL IT FOOTBALL.



The most realistic graphics and gameplay of any sports game ever.

Sega Worldwide Soccer '97".

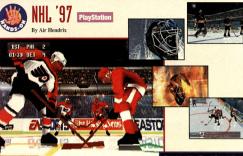
Forty-eight national teams from around the globe.
Cup tournaments, shoot-outs, and exhibition matches.
Create-a-player and weather options.
Headers, back-heel passes, banana and bicycle kicks.
Killer slide tackles, and plenty of refs to yellow card ya.











EA's classic NHL series has held the 16-bit Stanley Cun for vears, and now it's finally ready for its first 32-bit appearance. With cool graphics and its trademark addictive gameplay, NHL '97 looks like a solid player.

Hauerchuk C

Developed by Visual Concepts Published by EA Sports Available November

# Features and Controls



battle this fall will be NHL '97 versus Faceoff '97. and although it's still too early to pick a winner. NHL looks like it'll rank near the top. 16-bit pros will find all the familiar features, including the real-life players and teams; two All-Star teams; Exhibition, Season, Shootout

and Playoff modes; trades and player creation; and fighting. Although the signature moves for star players make for cool arcade fun, coaching strategies were axed late in the development cycle, which leaves NHL '97 trailing its competitors as far as feature depth goes. Hopefully, its gameplay will be tight enough to close the gap.

NHL pros will find the controls comfortable and familiar. On the stick, you'll find all the top moves, including fake shots, drop passes, one-timers, spins, quick stops, and hitting the ice to block shots. Skating and stick-handling are improved from the 16-bit games with a more lifelike feel that augments the realism.









Graphics











# NBA Jam Extreme PlayStation

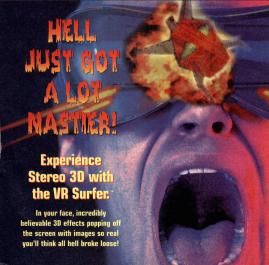
Slammin' and jammin' return to the PlayStation in a big way with this good-looking arcade conversion. Extreme

sets you up for four-player two-on-two dunkathons with all the NBA teams and most of the pro stars. New to the home Jam experience is the Extreme button, a high-speed feature from the arcade game that enables



you to shift players into an extra gear. The version we tested played fast and smooth, but the rosters were only updated to last April; hopefully Acclaim will be able to incorporate the summer's big Phoenix/Houston trade and other preseason roster moves.-Coach Kyle





The VR Surfer...the only wireless 3D eyewear compatible with your PC and TV, yet costs under \$100. Gaming and interactive entertainment with depthdefying visuals put you in the action. You can also build your own 3D reality. Easy plug and play kit with free software lets you develop 3D content using popular graphics programs.

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http://www.vrex.com To order, please give order code #11GP.



### RA Hanntime Nintendo 64

A Jam-style two-on-two dunkfest, NBA Hangtime boasts 150 of the NBA's finest, pulling off god-like, high-flying

moves they only wish they could perform in real life. Players somersault in the air, double-dunk, throw multiple alley-oops on the same play, and knock each other dizzy. You can create your own player and



build his attributes by winning games, and when you defeat all the NBA teams, you play against special teams that combine some of the greatest players. -Johnny Ballgame



## NHL ODEN ICE PlayStation

Open Ice skates straight from the arcades to the Play-Station with that same raucous two-on-two action that made NBA Jam a classic. Playing with up-to-date rosters that include all the NHL players, gamers duke it out with simple but effective controls that supply passes, shots, checks, turbo, and more. Scoring three goals sets your player "on fire," and of course tons of codes unlock secret players and power-ups. Graphically, the game's remarkably

> close to the arcade version, and even at this early stage, Open Ice is a blast .- Air Hendrix



Midway Home Entertainr Available November



# Jimmy Johnson NFL '97

PlayStation

Some of the game designers who worked on NFL '95 and Madden jumped to a new team, GameTek, to make that company's first football game. Jimmy Johnson NFL '97 is an eight-player game with a stadium full of features like trades, variable weather, and fullseason play. Among the teams are some hidden squads, including JJ's own personal faves. The strategy is sophisticated, but you can call plays in just one step (unlike Madden and QB Club's more



complicated play-calling). And at the half, the Coach provides a pep talk with helpful hints.-Coach Kyle



Developed and published by GameTek Available Decembe



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# ROLE-PLAYER'S REALIT

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES . DECEMBER '96



Just when you thought Tecmo developed only sports games. along comes Deception, a first-person RPG with an engaging story line and innovative gameplay. Add in its great sounds and nasty monsters, and this eerie, heart-stopping RPG keeps you suspended in terror.

### Tricks 'n' Tra

What makes Deception's gamenlay unique is the lack of traditional weaponry. You play as a crown prince who makes a pact with Satan to keep from being burned at the stake. Armed only with traps (such as spikes and cages), you battle on Satan's behalf and eventually try to turn the tables on him. As you progress, Satan gives you more powerful traps and the magical ability to create vicious monsters who will vanguish enemies for you.

Unlike other RPGs, in Deception your confrontation with each enemy is unique. Initially you use different masks to coerce invaders into the traps that will confuse, maim, or capture them. Later in the game you can use the monsters, especially as they grow stronger and gain experience with each victory.

Much of Deception's intensity comes from its outstanding sound. The eerie background music works with terrific sound effects like

footsteps, screams, and creaking doors to create a cohesive atmosphere that is pure suspense.

good. Although some of the 3D rendering is blocky, overall the first-person graphics are quick,

The graphics are almost as



PROTIP: Always pair your main trap with a confusion trap. This strategy enhances your chances of capturing invaders.



PROTIP: Use monsters sparingly. Only when a pesky invader is difficult to finish off should you send in a werewolf or zombie.



PROTIP: If you're out of cash. choose merchants as your victims. They carry the most gold.



PROTIP: If an invader's speed is helping them elude your traps. use pits and cranes to slow them down for capture. crisp, and detailed (note the en-

tertaining expressions on the



in bedrooms, because invaders can still come in and harm you.

faces of your enemies as they stir in your traps). While more shading and variety would have added depth to the castle's bland rooms, the truly frightening monsters more than compensate.

Responsive controls make it possible for you to trigger your traps precisely when you need to. The controls also enable you to customize rooms as part of your strategy for trapping victims. Deception is an excellent addition to the RPG market. It has

something most other RPGs seem to have lost; originality. While other games follow the familiar Phantasy Star or Final Fantasy formats, Deception has an original story and unique gameplay. Deception may be the game other companies will follow into the future of RPGs.



Price not available First-nerson view Available now

Replay value: High ESBB rating: Teen 1 nlaver

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# ROLE-PLAYER'S REALIT



**ASCII Entertainment** 

has released a seguel to last year's King's Field, a game that had a lot of problems (see the ProReview, April), KFII, unfortunately, has many of the same flaws. Minor cosmetic changes, such as larger

maps, complex enemies, and expanded cut scenes, were made, but slow movement, unfair matchups, and dull gameplay continue to reign supreme in this ordinary RPG.



from the side.

### **Bored of the Kings**

Like last year's King's Field (which was called King's Field 2 in Japan), KFII has sluggish gameplay. As you walk around in a first-person perspective, you come upon plenty of rampaging monsters, but unfortunately everything onscreen looks like it's moving underwater. A melee round against a low-level creature can take up to five minutes to complete. Multiply that five minutes by the large number of encounters in the first level alone, and you'll quickly realize how interesting homework can be in comparison.

Once you're in a fight, your character's defense is frustratingly inept, making many small enemies way too powerful. For instance, a skeleton with a berzerker-like attack can defeat you with only one blow, while you need four hits to bring him down. Adding to

the frustration is the hit meter. which takes too long to recharge.

### **Royal Ratings**

Graphically, King Field's II is slightly better than its predecessor. The occasional screen breakup of the first game seems to have been fixed, and the magical special effects generate genuine "oohs" and "aahs." However, some shading, especially

in the corridors of dungeons or castles, would have greatly complemented the rendered 3D graphics.

Sound has also been improved. Bone-chilling screams and original sound effects create a colorful sonic atmosphere. The intro, however. plays both music and dialoque, and the music basically drowns out the voices.

At best, King's Field II is a decent rental, because its slow gameplay gets more and more frustrating the longer



PROTIP: Open chests and quickly retreat to avoid traps and other nasty surprises.



casses and abandoned equipment for extra goodies.



PROTIP: Discrepancies on the ground or on walls may be secret rooms and special items.

you stay with it. At worst... well, hopefully the King has been deposed and won't be returning to this field.



PROTIP: When you first enter the game, go across the bridge and to the other side of the wall. Get the armored boots from the chest to the right. But watch out for the trap ....



PROTIP: Stand a safe distance away from your enemy when using particular spells so vou're not caught in the blast area.



PROTIP: Make sure to look in barrels and other receptacles for special items.



First-person view

ESRB rating: Not vet rated Renlay value: Medium

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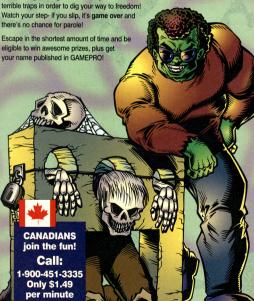


Larry's remote, desolate prison! And to make things worse - it's haunted! Ghouls, demons, and spectres of deceased inmates are trapped forever within the prison walls and wander throughout its labyrinths in search of living prey - fresh prey just like you! You must use your sharp wits and quick timing to dodge the dastardly deadlies and terrible traps in order to dig your way to freedom! Watch your step- if you slip, it's game over and there's no chance for parole!

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# ROLE-PLAYER'S REALIT



### **Dark Savior** PlayStation

Caged in the cargo hold of a ship bound for prison is an evil being who's able to morph into the body of whomever he kills. The beast escapes and



destroys everything and everyone on board. You play a bounty hunter who must find the monster

Using an angled-overhead view. Dark Savior takes you through the town and prison

> on lailer's Island, where you face a wide range of prisoners and bosses before you confront your prev. This game is compatible with Sega's new 3D analog controller. -Doctor Devon







Developed by Climax of Japan Published by Sega Available November 70% COMPLETE



### Revelations Series: Persona PlayStation

Already a hit series in Japan, Revelations is finally available in the States. Persona, the first chapter in the series, has roots in the Megami Tensei games that hit the NES seven years ago. Atlus promises many chapters to follow.

In Persona, you don't automatically fight enemies when you encounter them. Conversations can draw them to your side

and bring you new spells. The complex story line leads to battles with 300 demons as you defend your homeland. The title refers to the game's morphing sequences; Members of your party harness new powers by changing to new personas. -Coach Kyle





Developed and published by Atlus Available November

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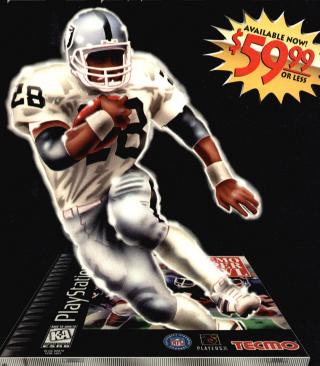
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### **CREATE YOUR OWN** SUPER TEAM

Tecmo Super Bowl allows the user to trade any player, to any team, at any time. With this feature you have the ability to create your own Super Team. Just be careful when you're playing a friend. You had better make sure he didn't set you up. The only advice we can give is check your opponent's roster.

### LIVE COMMENTARY

Tecmo Super Bowl's announcer gives true play by play commentary, not just an occasional phrase or two. If perhaps you think he's an idiot, you always have the option of turning him off.

### **TOURNAMENT MODE**

Over the years Tecmo Super Bowl players have let us know about the friendly competitions which sometimes take place. This new version has





a built in tournament mode for a total of 8 players playing one on one till one of the players wins the tournament. Chips and drinks are sadly not included.

### DIFFICULTY LEVELS

Knowing that some people haven't been playing Tecmo Super Bowl for years we've included 3 difficulty settings. Easy, Normal and Hard. Our football game gives you the ability to grow with the game. Internally we call this a screen save 'cause you don't have to throw a rock through the TV screen when you get frustrated with the game.

### INSTANT REPLAY

If you want to analyze the last several seconds of play, simply pause the game and start the instant replay. In addition you can go frame by frame to fully analyze all of the action. Then again, you may not want to see the interception again, and again, and again, and again.

### **NEW RECORDS & STATS**

Tecmo's stats engine has always been unsurpassed. This year we've added the ability to keep the stats from any player in any position even if it's only for 1 play during the entire season. Here's your one and only chance to re-write the record book.

### **NEW PLAYBOOK**

From the game play menu, you now have access to the entire playbook for the immediate play. ...for more plays than you can possibly want, use, call, send-in, modify, change, and/or run as the case may be.

### VARIABLE WEATHER CONDITIONS

Ordinary football games sometimes have weather conditions. So far as we know. Tecmo Super Bowl is the only





game to actually change the weather during the game. So one minute it could be raining, and then it could start snowing, or then again stop or actually it's too variable to give you all of the possible scenarios.

### MORE, MORE AND MORE

We've tried to highlight some of the most important new features of Tecmo Super Bowl for the Sony PlayStation. Obviously there are more features than we can possibly list. Tecmo Super Bowl is one of most realistic and sophisticated football simulators ever created. Aside from all of the technical improvements, think about the following:

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Visit Tecmo Interactive at: http://www.tecmo.co.jp Tecmo's Deception answers (There are no correct answers... Welcome to Tecmo's Deception)



### **By Major Mike**

Note: This guide is based on playing the game on the Ultra Violence difficulty. Easier skill settings may differ slightly in terms of number of enemies.

# Your Final Doom

The "last" of the Doom titles hits the PlayStation! We take vou through some of the hardest levels (including the entire Plutonia Experiment story) and show you the deepest secrets and trickiest traps.



### Rifleman



The easiest to kill: uses a rifle. Drops a clip when you pop him.

### Shotgunner



Tougher than the Rifleman, his shotquns packs a wallop-especially at close range. He gives you a shot-

gun upon death.

### Chaingunner



The toughest former human, this one's chaingun also makes him the deadliest.

# Monsters from Hell



Scratches and spits fireballs.

### Knight of Hell



Throws balls of toxic waste. and is hard to kill.

### Pain Elemental



Spits Lost Souls

### Cacodemon



Flying blob that spits deadly fireballs.

### Arachnotron



Walking spider with a plasma gun for firepower.

### Lost Soul



Annoying little bastard; lunges at you suddenly and inflicts damage.

### Revenant



Walking skeleton that fires guided rockets.



Baron of Hell

Same as his brother, the Knight, except tougher.

# Mancubus

Slow-moving, but his two fireballlaunching guns make up for it.

### Demon



Walks slowly and likes to bite. Comes in both visible and semi-visible types.

### Cyberdemon



The biggest and baddest of 'em all. Tall, tough, and carries a rocket launcher.

# Master Levels

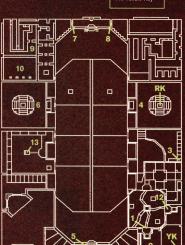
# Level 5 Catwalk



### Level 5 Highlights

The trick to passing Level 5 is getting the keys in the right order, and surviving the last, long stretch before the exit.





Start with the Yellow Key. Enter the southeast room (1) first. There is a Hell Knight if you enter at (12), so going in at (1) lets you sneak up behind it. However, you'll have some Shotgunners to contend with.





Hit the switch in the room at (2), then go over to (12) and get the Yellow Key.



Enter the teleporter at (3), and you're transported to a room to the east (4). Two Hell Knights are flanking you and a Shotgunner's directly ahead.



This room also has a pedestal with a Red Key on it. Immediately move forward, then backwards, and teleport out of the room. You return to the start of the level. Move immediately east or west and set up a rocket barrage; the Knights momentarily teleport after you.



Before re-entering the room at (4), go to the west room, and step on the teleporter (13). This takes you to the room to the north (6). Three Knights are in this room. Use the same technique as before (run out and set up an ambusth).



In (6), you'll find a pedestal with a Plasma Gun on top and a switch on the side. Press the switch and the pedestal drops, along with the Red Key in (4). Exit the room using the teleporter and you're in front of the catwalk (6). The door is open, so fire several plasma rounds north and run behind them; this ensures sale passage to the other side. Don't dawdle on the catwalk, Imps in cages are to the east and west, waiting to throw fireballs at you.



Once across, open the red door, but don't exit the level yet. Instead, shoot the panels to the west (7) and east (8). These lead to secret areas filled with weapons, including a BFG-9000, ammo, and health items.



There is only one ambush in these secret rooms: In the west room, when you press the switch on the east wall (9), a wall drops to the south (10), revealing a room filled with Shotyunners. Ready the rocket launcher before pressing the switch.





# Level 8

### **Level 8 Highlights**



At the beginning of the level, be ready; you start in a room with Shotgunners and Imps. There is a nasty trap in the room to the north (1): If you touch any of the tiems on the south wall, the lights go out and the wall drops, flooding the room with Imps and Lost Souls.



Press on the wall (3) in this hallway to reveal a hidden room (2). In the doorway are a Hell Knight and an Imp. When you go inside, you'll see to the south a hidden recess with a Chaingunner.



A Supercharge is on the pillar in this room to the west (4). Lower the pillar, get the Supercharge, ride the pillar up, and get the BFG-9000 behind the east wall (5). Once you get the BFG, however, a wall drops to the north, revealing two Knights. Time to put the BFG to good use. There is also a teleporter to the northwest (6)—just be careful of the crushing ceiling in front of it.



The Blue Key is in a room to the

Souls, a Cacodemon, and a Shotgunner. To get the key, run south toward it, grab it, then run to the southeast corner and get the Radiation Shielding Suit. When you have the key, the pillar in the southwest corner of the room drops, revealing two Knights and a Mega Spher.



Have heavy artillery ready when you press on this wall (8), which is actually a platform filled with various Imps. Shotgunners, Chaingunners, and Knights. After pressing the wall, back up immediately and blast away.



A Red Key's hidden (9) behind the east panel. When you run across the narrow gap, the wall drops, revealing several Imps and

other monsters



Press the switch on the west wall of this room (11), then run to the room directly north. The emblem on the wall (12) to the east conceals a secret passage. Enter the passage and blast the limp to the north. Then proceed to the south. Take out the Chaingunner, then blast the one through the window across the way. This window looks out on a courtyard (13) filled with monsters.



Instead of entering the courtyard (13), go through the blue door to the east (16). This takes you to the balconies above the courtyard that are filled with monsters, and other items. Also make sure you take out the Chaingunners in the small rooms by the elevators (14). When the balcony is cleaned out, enter the courtyard, and get the Yellow Key.

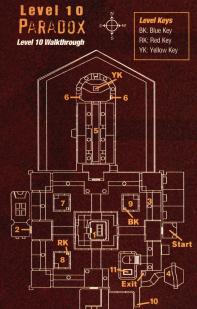


The exit is in the circular room to the south (15). However, when you press the emblem on the south wall, the platform behind it drops, revealing two Knights. A third Knight's waiting behind the exit door as well.



Exit

Rivers of toxic waste are deadly to walk on (10)—unless you have the Radiation Shielding Suit. If you don't have the suit, you can avoid harm by standing on the small ledges to the sides.



This level is utter chaos. First, take a fast run clockwise around the perimeter, blasting a many monsters as you can. Be sure to grab the Temporary Invisibility Icon in the southeast corner (10) for extra help. Don't stay in one place too long: Several Revenants are itching to throw guided fireballs your way. If you're low on health, get the Supercharge in the pillar to the east (3) and the Mega Sphere (along with three Chaingunners) behind the phony wall (4) also to the east.



Once the outside perimeter is clear, head for the building in the middle (1). Use rockets to pick off the Shotgunners on the roof, then go inside the building and blow away the Revenant.



Next, go to the three guard towers (7, 8, 9), and blow away the Revenants inside, two Revenants per tower.



Next, take the long stretch to the north (5). This is a gauntlet lined with Chaingunners, Shotgunners, and Imps. Use the entryway for cover and pick them off one by one. At the end of the corridor is a Yellow Key, but don't grab it yet. Instead, push the torch on the north wall, then push the two skull emblems that are briefly revealed to the east and west (6). These open a doorway to the outside perimeter. After pressing the two switches, face south, run, and grab the Yellow Key. When you have the key, monsters start teleporting into the room. Turn and blast each one as it appears.



Go to the west room (2) and blast your way to the north wall. As you approach the wall, it drops, revealing a Revenant. Take it out and press the switch on the wall. This drops the barricade in front of the three teleporters in the center buildling (1).



Go to the center building (1), and enter the middle teleporter. This takes you to the northwest tower (7). Once inside the tower, move toward the pillar across from you and a Berzerker kit is revealed. Return to the building in the center and step on the south teleporter pad.





This takes you inside the southwest tower (8). Get the chainsaw ready and go toward the large opening to the north. When you do, Demons start teleporting into the tower. Saw each one up as it enters, then get the Red Key. Return to the center building and take the teleporter to the north. This takes you to the northeast tower (9) where Shotgunners teleport in when you move. After blowing them away, get the Blue Key.



One last danger is in the southeast tower (11). Take the elevator up, and you'll see a column to the south. When you get close, it drops and reveals two Chaingunners. Take them out, turn east, and run across the gap to the exit.

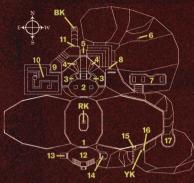


### Level 11 Subspace

Level 11 Walkthrough

### **Level Keys**

BK: Blue Key RK: Red Key YK: Yellow Key



This level looks simple, but it could have you wandering around for hours searching for the exit. The key is knowing which switches to press, and in what order.



At the beginning of the level (1), you're facing a small structure. Shoot the door to open it. The Red Key is inside. However, there are several Lost Souls who hear the noise and enter the room from the east and west windows.



In the room to the north (2) are two hidden panels to the east and west of the small staircase (3). One contains a Mega Sphere and a Backpack; the other a Supercharge and Mega Armor. Further up the stairs are several barrels to the west and east. Shoot them and you kill the Shotgunner and Imp ambush around the corners.



Two secret doors are at the top of the stairs (4). Take the one to the east. Immediately to the west is a recess (5) with ammunition and armor along with a switch on the north wall. Enter the recess and press the switch.







Enter the courtyard to the east and go over to the switch cube suspended in air (6). Press the switch on the west side rapidly until it turns green, then go to the building to the south (7). Once inside, head south, then northeast to the computer panel. Go behind the panel, blast the Imp, and orress the switch (8).



Go down the southeast corridor until you reach the door (17). When you open the door, you're faced with a Knight and some evil troops. Blast them and go up the steps and head toward the Yellow Key on the teleporter (16). Step on the teleporter, and you're zapped back to a room near the start of the level (2).



Head north to the two hidden panels (4), and press the one on the northwest wall. Then go to the west wall (9) and press it. This takes you to a walkway above a lake of toxic waste (10). Navigate the maze and press the switch in the center.



Exit the maze, head northeast, and open the yellow door (11). The Blue Key is inside.



Go to the south room (12). There are some monsters in this room, but more important is a blue door. Open the door and press the switch. This briefly opens up two doors to the east and west. There is a Mediki in the recess to the west (13), but to exit the level, take the passage to the east (14), if you haven't used the hidden items found early in the stage (3), grab them before exiting the level at the teleportor (15).



### TNT Evilution

### Level 17 GRATER

Level 17 Walkthrough

When you climb the steps in the room to the south (1), a platform to the south lowers with two Arachnotrons and a Supercharge on it.



After blowing away the Arachnotrons, head back down the steps and get the Supercharge. When you grab it, four doors to the north open behind you, releasing four Shotgunners. Two more Arachnotrons also teleport



Press on the south wall (6), and you go into the sewers. An Arachnotron's hiding behind a phony wall (2) in the southwest corner. Shoot through the wall to kill it.



You'll find a Blue Key in this room (3). When you get it, the west wall drops, revealing an Arachnotron. There are also health items against the west wall. When you touch any of the items, the walls to the north and south drop, streaming Demons into the room. The Red Key is in the northwest corner of the level.

on a balcony overlooking the courtyard (7).





The last part (4) is a brief maze where the monsters blend in with each other. Run to the door on the east side (5) with the shotgun ready, and head inside. Three Arachnotrons are waiting. Blast the one in the doorway, run to either corner by the stairs for cover from the other two, and pick them off one-by-one.





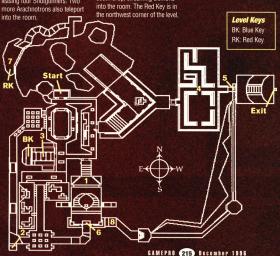


By this time most of the monsters in the maze are gathered by the door. Get the rocket launcher ready, open the door, and let 'em have if



The door to this room is really a platform, so stand on top of it (5) and ride it to the top. This leads to a long secret stretch behind a toxic waterfall that leads south. A few items and some monsters are here, including an Arachmotron. At the end is a passage that leads back into the sewers (8).





### Level 22

QUARRY Level 22 Highlights

> Level Keys BK: Blue Key



Although the ground resembles the harmful blood pools that appear periodically, it is safe to walk on. However, there are some toxic pools that blend in with the deadly ground.

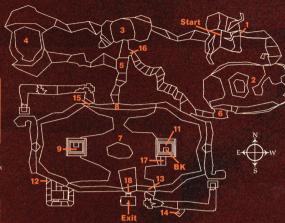


Take the path to the east (1). This leads to a room with a toxic slime lake and a few Islands (2). There is a Temporary Invincibility leon on the far west wall. Blast the monsters, then run across the gaps toward the west wall. Get the icon, and quickly kill the monsters in the toxic lake and in the rest of the room.



Head back west, clear out the room (3), and keep heading west





until you reach the blood lake (4). The path snakes around, so follow it east until you reach the fork (5). Then take the path to the northeast (16).



This leads back to the room at (2), except now you're up on a high ledge (6). Take a running a start east, and you drop onto a small walkway with a box of rockets and shells on it.



The best way to tackle the courtyard (7) is to enter from the cen-

ter walkway (8). Pick off Shotgunners and other evil troops as you enter by using the doonway as cover. After the snipers are eliminated, move farther south, using the two tall platforms flanking you, and shoot the Chaingunner and Shotgunner out of the towers to the east (11) and west (9). Then go east to the elevator (17), ride it up, and shoot the Shotgunners off the east ledge (10). Go to the ledge, ride the elevator up, and shoot the Revenand out of the tower (11).



the courtyard, and enter the doorway (12). Shoot the north wall where the light is flickering. This opens a room with some items and an elevator hidden on the north wall.



Go to the doorway on the southeast side of the courtyard (13). Lava layers the floor of the corridor, but you'll find a Radiation Shielding Suit in the recess to the south (14). At the end of the hall is a teleporter that takes you to the east tower (19), which has a Blue Key inside. Another teleporter located on the northwest corner of the courtyard (15) takes you to the west tower (9). The level exit is in the south room in the courtyard (18).



### Special Strategy Section

### Level 23 Ballisty x

**Level 23 Highlights** 



At the start of the level, if you fire a shot in the first room (1), Imps will teleport in.



A teleport trap is located in this corridor (2). When the Knight and monsters hidden in the jail to

the north see you, they teleport into the hallway.



This corridor (3) houses Imps in a jail along the west wall. Open the jail door, and the wall drops to the east, revealing another jail—this one filled with Imps and a Knight.



In this open room (4), you'll encounter Shotgunners and Imps that blend in with the walls, so proceed slowly.



A Supercharge and Infrared Glasses are hidden in a secret recess to the east (6). The Blue Key is located on the island in the middle of the lake of blood (5).



There are several traps in the north corridor (7). As you head north, doors to the sides of this passage open, releasing Imps.



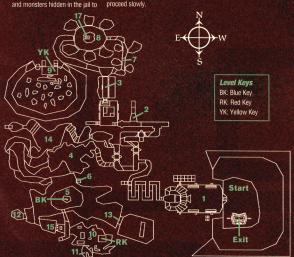
Another series of similar traps is in the north room (8); doors pop open, and the chamber floods with Imps. Press the emblem on the east wall (16) and a teleporter opens up in the center of the room (17). In front of the teleporter platform is a box of rockets. When you get the box, wo doors open on the west side, filling the room with several Demons and Imps.



The teleporter (17) takes you to a cage overlooking a countyard (9) populated with Knights. Imps, and Shotgunners. Turn south and press the wall behind you to find a Supercharge. Then head east, grab the Yellow Key, and press the exposed metal wall to reveal a teleporter. This takes you back to (17).



After opening the yellow gate (15), proceed to the east room (10). When you reach the south part of the room (11), a pillar in the preceding room drops with the Red Key and a Chaingunner on top of it. Grab the key, and the walls in the room to the north drop (12, 13), releasing Chaingunners and a Knight.



### **Final Doom**



The last section (14) has a Knight in front of a teleporter on the west side. When you attack. he steps on the teleporter and is transported back to the beginning of the level. The exit is also at the beginning of the level, but be careful if you use the teleporter; the Knight is waiting for you at the other end.





Hit the switch on this pillar (2) to make it drop, revealing a Medkit on top. The switch also opens the doors in the room to the north (3), which release Revenants.



An elevator is located on the southeast corner of the pile of crates in this room (6). When you ride the elevator up, a Revenant rides a pillar down behind you.



Be careful when climbing these stairs (9); Chaingunners await at the top to the south.



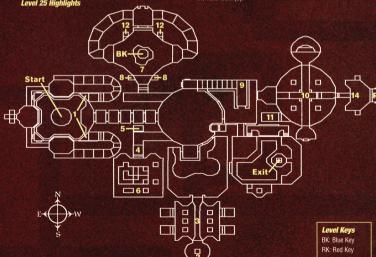
Level 25 Congo

**Level 25 Highlights** 



At the beginning of the level head north or south (1) and go upstairs. Time for a little housecleaning of Shotgunners on the top floor!





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### **Special Strategy Section**



Cross this raised section (10) to drop the wall to the east, which reveals a Revenant. A Chaingunner and two Cacodemons are himmed in the recess to the southwest (11). If you jump into the pit and press on the wall in front of this recess, you will reveal an elevator. The Red Key is to the east, but approach it with caution: Chaingunners are flanking you as you enter the room (14), and a Revenant rides a platform up behind the key.



When you enter the area that has the Blue Key (7), two doors open (8), revealing Chaingunners. Pressing the switch on the far north wall drops the platform with the Blue Key on it, and it also drops two platforms (12) that have Chaingunners on top.



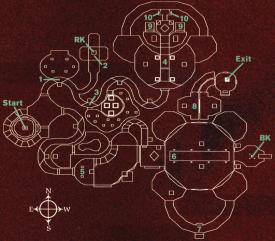
The level exit is the diamondshaped light (13).

### Level 26 Aztec

Level 26 Highlights



Level Keys BK: Blue Key RK: Red Key





In this level, you can get the keys in any order, but getting the Blue Key first saves time.



In the south room, when you reach the platform to the east (5), you can see a Knight in the dis-

tance. However, another one rises up on a platform directly in front of you. There is no going back—a door seals you in the area! Take out the Knight with the BFG, then nail his brother in the distance.



In the southeast area, the stretch for the Blue Key (6) is the hardest to cross. Run across the bridge heading west—the only direct obstacles are a few Chaingunners. Grab the key, press the switch on the east wall, and return to the other side. The room

has been sealed off, so enter the teleporter by the entrance to the north. You're zapped next to one of the Arachnotrons.



Blast the Arachnotron and head east toward the other one. Halfway down the corridor is a switch (7). This opens the blockade at the entrance of the area. When you're close to the switch, however, a door opens to the south, revealing two Chaingunners. Blast them, press the switch, and head for the other Arachnotron. Kill it and leave the room

### **Final Doom**



In this corridor you'll find a descending platform (1) that takes you to a pit with several Chaingunners and health items.



When you reach the Red Key (2), grab the Super Shotgun in front of it and immediately backtrack; Knights and Chaingunners suddenly teleport into the room (a Knight teleports behind you, but he's easy to go around). Your departure should make them mix things up. Finish off the last of the monsters and get the key. You need a running start from the north to swipe the key off its tall podestal.



Push on the south wall (3) to reveal a secret room filled with Chaingunners and a Knight. The payoff? The Supercharge in the far corner of the room.



This is one of the hardest areas in the entire level (4). As you cross the bridge, platforms slowly rise that have Chaingunners and Knights on top. There are also two Arachnotrons flanking you on the northeast and northwest ledges above.



Wait for the Knights and Chaingunners to arrive, then backtrack The Knights move toward you, so take them out as they advance, then blast the Chaingunners. Head north across the bridge. Near the end, you encounter two more Knights by the two teleporters (9), and a pair of Chaingunners in two recesses farther north (10). The path branches out to the east and west, and each path takes you to one of the Arachnotrons.



When you reach the end (8), go through the red teleporter first. Be ready after pressing the switch on the east wall; a Knight

is freed just around the corner. Finish it off, then go back and enter the blue teleporter.



DOOM



Level 27 Highlights

Exit



This level isn't loaded with secrets, but it does house some deadly traps you should be sure to avoid.



At the start, when you press either switch on the pillars flanking you (1), both pillars drop with Knights on top of each. There is another Knight in either direction behind each pillar and up the stairs.



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### Special Strategy Section



This courtyard (2) is filled with monsters, including an Arachnotron and Chaingunners. Take the stairs up, go off the ledge, and take one of the staircases on the other side (3). This lets you sneak up behind some of the monsters to attack them.



To get the Mega Sphere on the pedestal in the courtyard (11), go into the teleporter (10). This takes you to the ledge above the sphere. From the southwest cor-

ner, take a running start off the ledge, and you'll bag the sphere



To the southeast is a courtyard (4) with two Arachnotrons on high ledges. If you walk into the courtyard, Chaingunners and more Arachnotrons will pop out. They can't advance on you, so use the chaingun and pick them off one by one.



When you reach the platform with the rockets (5), more Chain-

gunners reveal themselves on the pedastals in the courtyard (4).



Grab the Blue Key (6) and three doors open (7), releasing Knights.



The area to the northwest (8) has some of the deadliest traps in the level. When climbing the stairs in this area, shoot the Chaingunners at the top first. Then run up the stairs: as you ascend, the pillars to the north and west drop. Each has a Knight on too. The four pil-

lars behind you also drop, and these each has a Shotgunner or Chaingunner on it.



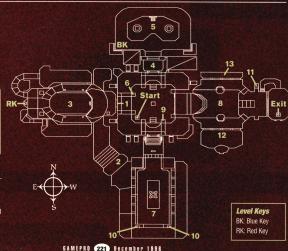
Don't open the door in the northwest corner when you reach the top of the stairs (9); if you do, the two walls to the side will drop, and the Knights lurking behind them will attack, Instead, shoot the monsters between the cracks of the walls, then open the door and head for the exit.



# Level 28 Baron's Lair Level 28 Highlights



Go to the door to the west (1). This room has some Revenants in the distance. Two of them teleport near you. Take them out, and head south until you see the railing (2), which has Demons beyond it. Blast the Demons, and head back to the main area.



### **Final Doom**





Use the rocket launcher to nail the distant Revenants. Then head west with the shotgun ready—two Arachnotrons are lurking in the pit (3).



Stay on the high ledges around the pit to gain some cover from the Arachnotrons' plasma fire. Find the switch on the east wall in the pit, ready the rocket launcter, then press the switch. The walls to the north and south fall, revealing five Arachnotrons—two to the north and three to the south. Take out the two to the north then use the recesses as cover from the other three. The prize is the Red Key on the west platform.



There is now an exposed switch in the entry hall (6). Press it, and a platform with several items, including the level map, drops in the northwest corner.



This room to the north (4) is loaded with toxic barrels. Shoot the barrels to cause a chain reaction, and head for the middle pit (5). Demons and Revenants teleport into the pit as you approach. When the monsters get close, shoot the barrels that are in the pit. Jump into the pit and retrieve the Blue Key.



Return to the center area (9), and go to the other exposed switch (9). Press it, and another platform drops in the southeast corner. On the platform are several items, including a Mega Sphere.



Go to the south room with the blue door (7). Once inside, run to the south wall, press both switches (10), and hightail it out of there. Demons and Revenants are milling about, but they aren't worth the trouble.



The last unexplored area is to the east (8). Revenants are on the two towers when you enter. Blast them, and head east. Press the switch on the north vall (11), and the wall to the north of it (13) drops, flooding the place with a swarm of Revenants, Imps, and Demons.



There is another switch behind the wall. Press it, and the wall to the south (12) drops, revealing more monsters. After cleaning house, activate the switch on the wall to the southeast, and run back to either of the two pillars the Reverants were standing on when you first entered.



The switches are revealed for a short time, so you must make two trips. After pressing both switches, a door opens in the northeast corner of the room. This leads to the exit.

### Level 29 The Death Domain

**Level 29 Highlights** 



This level throws you right into the action, so be prepared. There are several Chaingunners on a ledge to the north (12), Revenants to the vest, and an Arachnotron off in the distance to the northwest. Blast the Arachnotron with the rocket launcher, and run for the small house to the northwest.



Hide behind the north side of the house, and when the coast is clear, run to the stainway to the west (2). Press the switch in the side of the stainway, and the stairs drop. Below are some Imps.

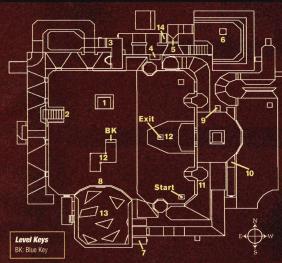


You'll encounter some nasty surprises after taking the elevator in the northwest (3). When you get off on the second floor and move forward, the wall drops, revealing a Revenant and two Knights. Two Chaingunners are also hiding behind the wall to the south (4), which drops when you go for the two boxes of shotgun shells to the north (14).



To open the secret door in this area (5), press on the east side of the door frame. This takes you to an elevator and a Supercharge.

### Special Strategy Section





A Blue Key can be found at the north end of the pit. This key opens the door in the northeast corner of the courtyard.



You'll find a Mega Sphere behind this door (9). Shoot the door to open it.



The door reveals a secret room (10) containing several clips and rockets. To get into this room. run south down the hallway (11) until you hear a door drop. Then immediately run back north toward the secret room. The passage doesn't stay open very long, so it may take a few attempts.



The exit is the diamond-shaped light to the west.



A Chaingunner ambush awaits you in this room (6). When you enter, a platform rises that's topped with a firing squad. Enter the room, wait until you hear rumbling, then immediately press the switch on the wall by the stairs and leave the room. The door closes behind you as you exit, giving the monsters a chance to shoot each other and gather by the door





Knights are hiding in the recesses that flank you when you enter the open area (13) to the southwest. They teleport randomly around the room once you're inside, so keep moving, and blast them with the plasma rifle. The Arachnotron in the tower to the north (1) may help things by firing at you and accidentally nailing the Knights.







There is a pit surrounded by a

high rail in the courtvard (12).

all the Revenants that teleport

the switch in the recess to the

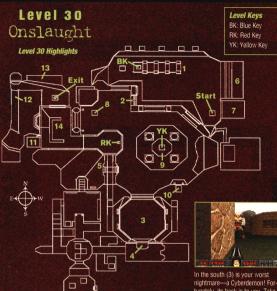
south (7), and run for the ledge

to the north (8). The gate drops

briefly, so run off the ledge into

Before jumping into it, clear out

into the pit. To jump into it, press



At the beginning of the level, quickly turn around and blast the Chaingunner—he's standing right behind you.



A gated corridor (1) is in the middle of this courtyard, and a Blue

Key is at the end. As you walk down the corridor, doors to the north and south open, releasing a Chaingunner from each. Slowly head west, releasing the monsters one at a time so you can kill them at your own pace. Avoid making a dash for the key and releasing them all at once. When you get the key, four Cacodemons are released to the east (6).



When you drop the blue gate (2) and cross the threshold, two more Cacodemons are released in the east (7).

In the south (3) is your worst inightmare—a Cyberdemon! Fortunately, its back is to you. Take a shot at it with the BFG, and run back to where you started the level. Let it follow, then run past it. Go to where you found it (3), and run to the south door (as you do, doors open to the east and west, revealing Chaingunners). When you open the south door (4), you face a Chaingunner Blast it, then press the emblem on the wall. This drops you into a of with some Imps.



Exit the tunnels in a courtyard to the west (5). In this courtyard is a small gap with a stairway leading east. The Cyberdemon is in

the courtyard to the east. This is where you can take it out. Shoot it when it's exposed, then duck back—it has an opportunity to retaliate. To get the items on the upper ledges of the stainvay, go to the bottom of the trench and press the north wall.



When you grab the Yellow Key (9), enemies start teleporting into the area from the pads at (8) and (9).



Enter the west building (14) and get the Red Key. When you open the red door at (10) and press on the switch on the south wall, a hidden door opens (11), releasing Imps into the west building.



When you go toward the exit (12), doors open to the north and south, freeing Imps and a Chaingunner. There is also an Imp ambush along the north wall (13) right before the exit.



You've done it! The forces of Hell are defeated forever! Or at least until the next Doom game...

# Can you win so

Donkey Kong's family just keeps growing! And you may create the next family member!

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# 



n the conclusion of our comprehensive Street Fighter Alpha 2 coverage, we break down the game's last 10 fighters, revealing their special moves and killer combos, and offering some strategy tips.

By Bruised Lee

### -Basic Skills

Here are some basic skills you should know and use during a fight

### Air Blocking

To perform an air block, hold ← move you make to block when on the ground). Some rules apply. however, and not all moves can be what can and can't be air blocked.

### Can Be Air Blocked

Air attacks and projectiles can both be air blocked.

### Can't Be Air Blocked

All ground-based normal moves and super combos (except for Charlie's Sonic Blade) cannot be air blocked.

### **Alpha Counters**

Each fighter has two Alpha Counters. When an opponent comes in for an attack and your character starts their blocking animation, perform an Alpha Counter (see the characters' profiles for more on how to execute these moves). Using an Alpha Counter takes one level off your Super bar.

### **Roll on the Ground**

All fighters can still roll on the ground after being knocked down. To execute the ground roll simply motion a half-circle toward your opponent, then push any button at the end of the motion. The button you press determines the distance that you'll roll.

### Controller Legend

- P = Punch
- = Fierce Punch
- = Jab Punch
- SP = Strong Punch
- K = Kick
- FK = Forward Kick
- RK = Roundhouse Kick SK = Short Kick
- - Motion = Move the joystick in one smooth. continuous motion.
- Tap = Tap the directions indicated in sequence. Charge = Hold the direction or button indicated for
  - the time indicated
  - () = Execute commands in parentheses simultaneously

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

### Super Hoves

When your Super bar reaches one of three possible levels, you can perform a super move. When the Super bar maxes at Level Three, you can either perform a three-button super move that does maximum damage and expends the entire bar, or you can perform a one- or two-button super move that inflicts lesser damage, results in fewer hits, and decreases a portion of the bar. The severity of the super move depends on how many buttons you press. See the characters' profiles for more on how to perform these moves.

The following combo skills are used throughout this strategy guide and are essential to properly play SFA2

### Starting Two-in-One Combos

To perform a two-in-one combo, start a move with your character, then immediately begin the second move. If you time the combo correctly, you can execute both moves and, if your opponent doesn't block the first move, the second move will also connect

### Start with an Air Attack

Most of the combos on the following pages start with a fighter jumping in deep with a move. However, you don't always have to start by jumping in. This method is just a good way to move in close to your opponent to score an extra hit.

### **Gross-Up Attack**

an excellent way to start a combo because they often confuse a blocking opponent

Note: Not all characters have crossup attacks (see the characters' profiles for more on how to perform cross-up attacks).

### **Custom Combo System**

As with super moves, custom combos are performed by simultaneously pressing two punch buttons and one kick button, or two kick buttons and one punch button. During this time, players can chain any button or special moves together to score a high-hitting combo-but more hits doesn't mean more damage. The key is to juggle your opponent in the air-players take more damage in the air. You get the best results from custom combos when your Super bar is at Level One.

### **Special Moves**✓

### Dragon Punch





Motion → ↓ ¥ P



Motion ↓ ∠ ← K Note: This move can be performed in the air.

# Strategy Tip

This is a great way to get in close to an opponent and cross them up for a combo.





### Motion ↓ ¥ → P

### Sugar Moyas





Motion ↓ K ← ↓ K ← K

### Four-Hit Fireball Combo



tap FP





Combos





Motion  $\downarrow \lor \rightarrow \downarrow \lor \rightarrow P$ 

Alpha Counters Motion ← k ↓ P Motion ← ¥ ↓ K

Three-Hit Cross-Up Combo







two-in-one



Motion → ↓ ¥

Three-Hit Corner Combo







While still in opponent, tap the air, tap SP

Five-Hit Double Punch Combo



Jump in deep,

tap SP

tap SP



the air, tap SP







Jump in deep,

tap FP

Level-One Custom Combo

Jump in, motion

V ← RK



two-in-one

Fourteen-Hit Level-Three Super Combo



Motion ∠ ← ↓ ¥ ← (SK FK RK) for 12 hits

Four-Hit Hurricane Kick Combo





air, tap SP



two-in-one



Tap (JP SP SK)







Tap (↓ RK), two-in-one

FK. two-in-one JP

### Compas

### Five-Hit Cape-Charge Combo





Motion ↓ ¾ -RK for three

Tap FP, two-in-









Cross up, tap FK Tap (↓ FP), Motion > → RK two-in-one for three hits Three-Hit Soul-Spark Combo







¥ ← FP

Motion  $\leftarrow \ensuremath{\mbox{$$ 

Motion → ↓ > P

Tap (> FK)





Motion ↓ ∠ ← P

tap RK one Three-Hit Reflect Combo





two-in-one



Motion ∠ ← FP

Five-Hit Level-Three Super Combo



Cross up, tap FK



Tap (↓ FK).

two-in-one



Motion ≥ → ↓ ¥ → (JP SP FP)





Cross up, tap FK Tap (↓ SK)

Five-Hit Cross-Up Soul-Spark Combo



Jump in deep,

tap FK

Tap (↓ FP), two-in-one



¥ ← FP

Level-One Custom Combo







Tap (JP SP SK) Tap (↓ RK)



Tap RK



Tap RK



Tap RK, twoin-one



Motion ↓ ¥ RK

### **Special Moves**✓



Motion ↓ ∠ ← P **Overhead Slam** 

While in the air, tap (↓ SP) Motion ↓ ¬ FK, tap FK Motion ↓ ∠ ← K



**Bushido Jump Kick** 







Motion  $\downarrow \searrow \rightarrow \downarrow \searrow \rightarrow P$ 

**Alpha Counters** 

Motion ← ∠ ↓ K

Motion ← K ↓ P

Tap (→ SP)



Running Stop

Motion ↓ \( \pm \rightarrow \text{SK}, \tap \text{SK} \) Motion ↓ \( \pm \rightarrow \text{RK}, \tap \text{RK} \)



**Five-Hit Corner Combo** 



Motion ↓ ¥ → P Note: Tapping a punch but-ton during the Bushido Leap causes Guy to perform the Dropping Elbow. If Guy is above his opponent, tap Punch and he throws them.

### Combos

Five-Hit Spin-Kick Combo



Jump in deep,

tap RK

Tap (↓ SP). two-in-one



Motion ∠ ← RK for three hits



Jump in deep, tap RK



Tap FP, two-in- Motion ↓ k ←



RK for three hits

### Four-Hit Elbow-Smash Combo



Jump in deep, tap FK



Tap SP



Tap FP, two-in- Motion ↓ ∠ ←





Jump in deep. two-in-one



Tap (↓ FP),



Motion ∠ ← FP



### Level-One Custom Combo



Tap (JP SP SK) Tap (↓ FK)



Tap FP

Tap FP



Tap FP, two-in-Motion ↓ K ← RK



two-in-one

Motion ≥ → ↓ ¥ → (SK FK RK) for seven hits





### Birdie

### **Special Moves ✓**



### Head-Butt Charge



Charge ← two seconds. tap (→ P)

### Turnaround Head-Butt



Hold any two punch or kick buttons, then release Note: The longer you hold the buttons, the more damage you inflict.

Strategy Tip One Birdie's crouching FK takes

priority against opponents

### Chain Grab



Motion ¥ ↓ ∠ ← K P



Motion  $\downarrow \lor \rightarrow \downarrow \lor \rightarrow P$ or K



Charge ← two seconds.  $tap \rightarrow . \leftarrow . (\rightarrow P)$ 

### Alpha Counters Motion ← K ↓ K Motion ← K ↓ P

### Strategy Tip Two After performing the Body Slam, start the Leaping Chain Grab as your oppo-



Motion > ↓ × ← K K





Motion ↓ K ← ↓ K ← P or K

### Three-Hit lead-Butt Combo



two-in-one

Hold ∠, tap FP, Tap (→ FP)

### Three-Hit Head-Butt Combo #2 Three-Hit Cross-Up Combo



Jump in deep, tap RK



Tap (↓ FP) for two hits





Cross up, tap RK Tap SK, two-in- Motion ← ∠ ↓



Level-One Custom Combo



### Three-Hit Level-Three Super Combo



Jump in deep. tap RK



Tap (↓ JP). two-in-one



Motion > → J ¥ → (JP SP FP)





Tap (JP SP SK) Tap (↓ RK)





Tap  $\leftarrow$ ,  $(\rightarrow FP)$  Tap  $\leftarrow$ ,  $(\rightarrow FP)$ 









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### THE FIGHTER'S FIRE

### AKOMPA

### -Special Moves-

Diving Kick
At the peak of jumping in, tap (↓ FK)

### **Fireball**

Motion ↓ > P Red Fireball Motion → ¥ ↓ ∠ ← P

### Air Fireball

While jumping, motion  $\downarrow \searrow \rightarrow P$ 

### Hurricane Kick Motion ↓ ∠ ← K

Dragon Punch

### Motion → ↓ ¥ P

Forward Roll Motion ↓ ∠ ← P

### Air-Flin Grab Motion ↓ > 7 P. tap P or K

Teleport

Motion → ↓ \( \text{JP SP FP} \) or (SK FK RK), or motion ← ↓ × (JP SP FP) or (SK FK RK)

V - 1 V - P

Level-One Custom Combo



Alpha Counters Motion ← ∠ ↓ K Motion ← K ↓ P

Tap JP, JP, →, SK, FP Note: This move can be per-

# While in the air, motion ↓

### formed only at Level Three. Combos

### Strategy Tip

You can't combo into the Air-Flin Grab but it's a great way to take your opponent by surprise



Motion > → A SP, tap SP

¥ ← P

Tap (JP SP SK)







two-in-one

Motion -> > + K + > > +

Eight-Hit Level-Three Super Yamaguchi Combo











Four-Hit Jugale Combo € ← SK, motion → ↓ ¥ JP

### Five-Hit Uppercut Combo

∠ ← RK for three hits







Motion → ↓ ¥ FP for three hits

### Six-Hit Air-Firehall Corner Combo



Jump in deep,

motion ↓ ¥ →



Six-Hit Ground Corner Combo





two-in-one

two-in-one





Motion → ↓ ¥

FP for two hits

tap FP

### Seventeen-Hit Level-Three Super Combo

**More Combos** Five-Hit Hurricane-Kick Combo Jump in deep, tap FP, tap (↓ SP), two-in-one, motion

Jump in deep, tap RK, tap (↓ SK), two-in-one, motion



Jump in deep, tan JP





Tap →, SK, FF for 15 hits



Tap JP



two-in-one





GAMEPRO 232 December 1996

FP for two hits

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### **Special Moves**





Motion - J V K **Low Tiger Shot** 

Motion J X + P

Tiger Claw



Motion → ↓ ¬ P

### Combos

### Nine-Hit Uppercut Combo







Jump in deep, tap RK FP for seven hits one

### Nine-Hit Cross-Up Combo













Motion  $\downarrow \lor \rightarrow \downarrow \lor \rightarrow \mathsf{K}$ 



Use this juggle tactic against enemies that are jumping in.





Tap JP, two-in-Motion → ↓ ¥ one FP

### Three-Hit Fireball Combo





tap RK



two-in-one



Motion > → RK

Nine-Hit Level-Three Super Combo







FP for seven hits

### Alpha Counters Motion ← K ↓ K Motion ← × ↓ P



Tap (↓ SP) Cross up, tap FK

two-in-one



Motion ∠ ← ↓ ∠ ← (SK FK RK)

### Four-Hit Tiger-Knee Combo











Level-One Custom Combo





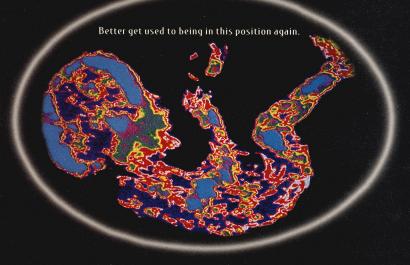


FP

tap RK

one







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# Sodom

Alpha Counters Motion + K J K Motion ← K ↓ P

## **Special Moves**✓

### Carpet Bomb



Motion J > P

After knockdown, motion ← ∠ ↓ K Jitte Roll

Power Bomb



Counter Catch



After knockdown, motion → y J P

Motion → ↓ \( \) K

Super Moves







Motion two 360-degree circles starting from any direction and press any punch button

### Combos

### Three-Hit Carpet-Bomb Combo





Jump in deep, tap RK two-in-one



Motion > → 7 RK

### Three-Hit Jitte-Slice Combo







Jump in deep, tap FP two-in-one

### Three-Hit Power-Bomb Combo







Tap SK, two-in- Motion ↓

### one Three-Hit Cross-Up Combo



tap FP





Motion ≥ → 7 RK

Three-Hit Level-Three Super Combo

one



Jump in deep, tap RK



degree circles starting from any direction, tap (JP SP FP)



Tap (JP SP SK)



Level-One Custom Combo

Tap (↓ FK), two-in-one



Motion > → FP



Motion ↓ ¥



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### **Special Moves**✓

Motion ↓ ∠ ← K

Motion J > P

Combos





Motion → J × P **Alpha Counters** 

Motion ← K ↓ K Motion ← ∠ ↓ P



Motion J K + J K + K



tap RK

Jump in deep.













Motion  $\downarrow \lor \rightarrow \downarrow \lor \rightarrow \mathsf{K}$ 

Three-Hit Fireball Combo



Tap (↓ FP). two-in-one

Three-Hit Cross-Up Combo



Cross up, tap FK Tap (↓ SK),



Three-Hit Corner Combo





Seven-Hit Level-Three Super Combo



Jump in deep.

tap RK





Motion ↓ > → J > JP SP

Four-Hit Cross-Up Combo



Cross up, tap FK Tap JP



Tap (↓ SK), two-in-one



### Four-Hit Gale-Kick Combo

Level-One Custom Combo







Cross up, tap FK Tap (↓ FK), two-in-one



Motion ∠ ← FK for two hits





Jump in deep, tap RK Tap (↓ JP)



Tap (↓ SK). two-in-one





Tap (JP SP SK)



Tap (↓ RK). two-in-one



Motion → ↓ ¥ JP



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### **Special Moves**

### Jaguar Kick





Motion → ¥ ↓ K ← K

Jump in deep,

tap FK

Combos

# Motion $\downarrow \lor \rightarrow \downarrow \lor \rightarrow P$

the super move.



Motion  $\downarrow \searrow \rightarrow \downarrow \searrow \rightarrow K$ Eight-Hit Level-Three Super Combo

Four-Hit Jaquar-Knee Combo

Alpha Counters Motion ← K J P Motion ← K ↓ K









Cross up, tap FK

Tap (↓ SP). two-in-one

Note: For more hits, rapidly press P or K when doing



Level-One Custom Combo



Demon Flight



Charge ↓ two seconds, tap (↑ P), P





Charge ← two seconds. tap (→ K)



two-in-one



RK. two-in-one



Motion ↓ ¥ → RK

Alpha Counters Motion ← & ↓ P Motion ← K J K



Tap (> RK)

### Psycho Aura



Charge ← two seconds, tap (→ P)



Charge ← two seconds, tap (→ K)



Motion → ↓ ≥ (JP SP FP) or (SK FK RK), or motion ← ↓ ∠ (JP SP FP) or (SK FK RK)



Charge ← two seconds, tap  $\rightarrow$ ,  $\leftarrow$ ,  $(\rightarrow P)$ 



Charge  $\leftarrow$  two seconds, tap  $\rightarrow$ ,  $\leftarrow$ , ( $\rightarrow$  K)

### Combos

### Level-One Custom Combo



Jump in deep, tap RK two-in-one

Four-Hit Scissors-Kick Combo





Tap (JP SP SK) Tap (↓ RK)





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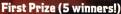




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## S.W.A.T.PRO

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### PlayStation

### Crash Bandicoot Super Password









This password unlocks all the levels and gives you all the hidden items. Enter it at the Password screen:

 $\triangle \triangle \triangle \triangle \times \Box \triangle \triangle$   $\triangle \triangle \Box \times \triangle \bigcirc \triangle \triangle$   $\triangle \bigcirc \Box \land \times \times \times \times$ 

Matt Chenoweth Alta Loma, CA



### PlayStation

### Street Fighter Alpha Fight Akuma





To fight the hidden character. Akuma, start a new game and pick Arcade Mode. At the fighter-select screen, pick any fighter, then immediately **press and hold 12**, **R2**, **and** × **simultaneously**. Hold the buttons until the match starts. Just before you begin to battle. Akuma will lump in and fight you.

### Saturn

### Ultimate Mortal Kombat 3 Cheats Menu









At the trademark screen (after the one that says "Prepare For Kombat"), press C, R, A, Z, Y, C, Y, R, A, X. You hear a laugh if you did the trick correctly. Then, a the screen with the UMK3 logo spinning over the options, press Up. A "?" box appears. Press any button, and you enter a cheats menu with free play, unlimited fatality time, one-round matches, and access to hidden characters.

### PlayStation

### Wipeout XL

### Phantom Class, Infinite Time, and Infinite Shields Phantom Class





Phantom, the fastest speed class, requires impeccable cornering. At the setup screen, **press and hold L1, R1, and Select.** While holding these buttons, **press**  $\triangle$ ,  $\triangle$ ,  $\triangle$ ,  $\bigcirc$ ,  $\bigcirc$ ,  $\bigcirc$ . The Phantom Class appears at the track/class screen.

### **Infinite Time**

This cheat prevents the race from ending if you don't make a checkpoint on time. To access this cheat, pause the game during a race. Then press and hold L1, R1, and Select. While holding these buttons, press  $\triangle$ ,  $\square$ ,  $\bigcirc$ ,  $\times$ ,  $\triangle$ ,  $\square$ ,  $\bigcirc$ ,  $\times$ . Unpause the game and you have infinite time.

### Infinite Shields

This trick prevents you from blowing up when your shields run out. To access this cheat, pause the game during a race. Then press and hold 11, R1, and Select. While holding these buttons, press  $\triangle$ ,  $\times$ ,  $\square$ ,  $\bigcirc$ ,  $\triangle$ ,  $\times$ ,  $\square$ ,  $\bigcirc$ . Unpause the game and your shields never run out.

### **PlayStation**

### **Need for Speed**

Machine-Gun Code









Start a game in the Head to Head mode, pick your car, and then your opponent's car. Then press and hold Up-Left on the directional pad, 1.1, ○and □ Continue to hold all the buttons through the screen that says "Loading." When the race starts, instead of a horn (usually activated by pressing Up), you have a machine gun. Use it to topple opponents and clear obstacles out of your way.

### PlayStation

### Jumping Flash 2 Super Mode









First, finish the game and save it to your memory card. Then go to the title screen and load the data. At the title screen, highlight "Game Start," and **press Left on the directional pad**. A new option called "Super" appears. Play a game in this mode and the levels are the same, except you can now jump up to six times!

### PlayStation

### Shellshock

Debug Menu and Invincibility





Debug menu: At the title screen, quickly press Up, Down, Left, Riight, Down, Down, Right, Right, Lif you did the trick correctly, you hear a chime and a debug menu screen appears. Among the options are a level select, CD/sound test, and credits.

Invincibility: Start a game, and press Start and Select. Choose to abort the mission to quit the game. Then, at the title screen, press Up, Up, Up, Down, Down, Down, Right, Right, △. If you did the trick correctly, you hear a chime. Start a new game, and your tank is now invincible.

### **PlayStation**

### Gex

Planet X Password





At the title screen, select the Password option and enter the following password: RYYRYXKB. This takes you to the secret stages of Planet X.

Chris Perlas



### Arcade

### Puzzle Fighter II

Play as Devilot, Dan, and Akuma

Play as Devilot





Player One should press and hold Start, then put the cursor on Morrigan, and press Down 13 times. When the timer reaches 10, press and ybutton. Player Two should press and hold Start, then put the cursor on Felicia, and press Down 13 times. When the timer reaches 10, press any button. Now you can play as Devilot from the came Cyberbots.

Play as Dan





Player One should press and hold Start, then put the cursor on Morrigan, press Down 13 times, and press any button. Player Two should press and hold Start, then put the cursor on Felicia, press Down 13 times, and press any button. Now you can play as the "awesome" Dan.

Play as Akuma





Player One should press and hold Start, then put the cursor on Morrigan and press Left, Down, Left, Down, Left, Down, Left, Down, Left, Down, then hold Left, and press any button. Player Two should press and hold Start, then put the cursor on Felicia and press Right, Down, Right, Down, Right, Down, then hold Right and press any button. Now you can play as the powerhouse Akuma.

### PlayStation

### Final Doom

Invincibility, All Weapons, X-Ray, Complete Map, Items on Map. and Level Warp





Begin a normal game, pause, then press the following buttons:

Invincibility: Down, L2,  $\square$ , R1, Right, L1, Left,  $\bigcirc$  All weapons:  $\times$ ,  $\triangle$ , L1, Up, Down, R2, Left, Left X-ray: L1, R2, L2, R1, Right,  $\triangle$ ,  $\times$ , Right Complete map:  $\triangle$ ,  $\triangle$ , L2, R2, L2, R1,  $\square$ 

Items on map:  $\triangle$ ,  $\triangle$ , L2, R2, L2, R2, R1,  $\bigcirc$ Level warp: Right, Left, R2, R1,  $\triangle$ , L1,  $\bigcirc$ ,  $\times$ 

### Saturn

### Virtua Fighter Kids

Wireframe Mode and Play as Dural

### Wireframe Mode





Start a new game and at the mode-select screen, pick Arcade Mode. Then pick any character at the fighter-select screen. When the box appears with the Normal and Kids modes, press and hold the L button, then select either mode. Hold L until the match begins. When the fight starts, you'll have a battle like the first-person Punch-Out ame!

### Play as Dural

To play as silver-colored Dural, go to the fighter-select screen and press Down, Up, Right, then **simultaneously press A and Left**. Silver Dural appears in the fighter box.

To play as gold-colored Dural, go to the fighter-select screen and **press Up, Down, Left**, then **simultaneously press A and Right**. Gold Dural appears in the fighter box.

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### **PlayStation**

### Street Fighter Alpha 2\* Play as Tough Akuma









To play as a much tougher Akuma character, start a game in Arcade mode. Then, at the fighter-select screen, put the cursor on Akuma, press and hold Select, then move the cursor over Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, and stop on Akuma. With the cursor on Akuma, press any button.

### James Lau Belmont, CA

\*This trick worked on a Japanese version of the game and may have been changed in the final American version.

### **PlayStation**

### **Destruction Derby**See the Reflections Team

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As the game is loading, wait for the screen with the piracy warning. Then simultaneously press and hold L1, Left, and O. When the Reflections team logo appears, it shows all the programming team members.

### **PlayStation**

### WWF WrestleMania: The Arcade Game

Invincibility, Weaken Opponent, Stop Timer, Powerful Hits, Reset Cheats, and The Undertaker's Fatality





Invincibility: Pause the game anytime during a match. Then **press**  $\times$ ,  $\triangle$ , **R2**, **Up**. After entering the code, you see a flash. Unpause the game and your character is invincible.

Weaken opponent: Pause the game anytime during a match. Then **press**  $\times$ ,  $\triangle$ , **L2**, **Right**. After entering the code, you see a flash. Unpause the game and your opponent is weaker.

Stop timer: Pause the game anytime during a match. Then press ×, △, R2, Left. After entering the code, you see a flash. Unpause the game and the clock is stopped.

Powerful hits: Pause the game anytime during a match. Then **press** ×, △, **L2**, **Down**. After entering the code, you see a flash. Unpause the game and your character inflicts more damage.

Reset cheats: Pause the game anytime during a match. Then **press**  $\square$ ,  $\bigcirc$ ,  $\triangle$ ,  $\times$ . After entering the code, you see a flash. Unpause the game and any previously entered cheats are cancelled

### The Undertaker's Fatality





To do The Undertaker's fatality move, defeat an opponent, and when the words "Pin Him" appear, stand behind the opponent and near their waist. **Press Power Punch** ( $\triangle$ ). The Undertaker crouches and bats fly out of his opponent's stomach.

Nicholas Wolfe Allison Park, PA For people who care about games.



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### PlayStation

### Krazy Ivan Level Select





Start a game. When the mission option comes up (it starts on Russia), press Right (this moves you to Japan, an unavailable mission). When the globe bounces to the left, immediately press and hold  $\times$  and Down-Left on the directional pad. The globe starts bouncing to the right. However, the missions are unnamed, so you're never sure what stage you may land on.

### **PlayStation**

### Triple Play '97

### Monster Home Runs and Development Team Players

### Monster Home Runs





During a game or in the Home Run Derby, **press and hold R1**, **R2**, **L1**, **and L2**. While still holding those buttons, quickly **press Up**, **Up**, **Up**, **X**, **V**, **Vou** will hear a chime if you did the trick correctly. When you hit the ball, it will go out of the park. *Note: This trick is very difficult to do and may take repeated atternots.* 

### **Development Team Members**





Enter any of the names of the development team members and you will create a super player with special attributes.

### PlayStation

### Slam 'N' Jam '96

### Shot Percentage and Small Players

### Shot Percentage





Start a game in any mode. Then, after the second Scouting Report screen, press and hold 1.1. Hold the button until the tip-off, Arts Hip-off, Press Start to pause the game. While the game is paused, release L1. Then press Start to unpause the game. Now, whenever you take a shot, an onscreen percentage shows your chances of scoring.

### **Small Players**





To play the game with small players, start a game in any mode. Then, after the second Scouting Report screen, rapidly press R1 until the tip-off. At the tip-off, press Start to pause the game, then press Start again to unpause it. All the players are now pint-sized.

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Word	P	I	N	C	н	WR
Grid		R				w
<u> </u>	S					R

### **WORD LIST and LETTER CODE chart**

PINCHW	PRESSK	BLASTA	WRECKD
BREAKZ	PUNCHS	SPRAYC	TURBOV
STOMPT	STANDR	PRESSE	DREAM O
CRUSHI	SCOREH		CHASEP

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